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# **DESIGN & PRODUCTION**

Sig Yellow Taxi, Inc. www.BigYellowTaxi.com Published in the US using materials from Pokémon Diamond/Pearl Official Adventure Clear Guide. Published in Japan October 2006 by Media Factory, Inc.

# SPECIAL THANKS TO:

Editor:

Shyunsuke Motomiya and ONEUP, inc.
Design & Layout:
RAGTIME CO., LTD. and SUZUKIKOUBOU, INC.



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... and about to embark on an adventurous journey with your Pokémon.

character (boy or girl)
in this magnificent story and
get ready to explore the
awesome, adventure-packed
world of Pokémon!



# START WITH THE STARTERS...

TO BEGIN, PICK OUT ONE POKÉMON as your partner (Turtwig, Chimchar, Piplup). One of these three Pokémon above will be your first partner. Which one will you choose?

00

# GOAL 1: WIN THE POKÉMON LEAGUE CHAMPIONSHIP IN THE SINNOH REGION

YOUR PRIMARY GOAL in this adventure is to become the champion of the Pokémon League by defeating other Pokémon Trainers. Together with your partner Pokémon, you should be able to beat all your rivals!





# GOAL 2: FIND ALL THE POKÉMON AND COMPLETE YOUR POKÉDEX

THE NEXT GOAL is to find all the Pokémon you can and add them to your Pokédex. This may seem like a long and difficult process, but it isn't. It is, however, one of the greatest achievements a Pokémon Trainer can attain!

# **ENCOUNTERS**

WITH VARIOUS POKÉMON

AS YOU MOVE FORWARD, you will see many different types of Pokémon. Learning about them and getting to know their strengths and weaknesses will always bring you great joy and satisfaction as a Trainer. They are the most amazing creatures you'll ever meet!





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# **QUICK WALK THROUGH**

Here is a quick walk through to blaze you through this adventure in the Sinnoh region. Check back here whenever you want to know where you are, where to go next, or what's coming your way in Pokémon Diamond and Pokémon Pearl.



# TWINLEAF TOWN

- · Meet your rival in front of his house.
- . Go to the 2 FL of his house.



### **ROUTE 201**

. Head out to Lake Verity with your rival.



# LAKE VERITY (FIRST VISIT)

- . Meet Prof. Rowan and Rowan's assistant.
- . Find a bag that Prof. Rowan left.
- · Choose one out of Turtwig, Chimchar, Piptup.



# **ROUTE 201**

. Reunite with Prof. Rowan and Rowan's assistant.



# TWINLEAF TOWN

. Get Running Shoes from your mom.



# SANDGEM TOWN

- · Rowan's assistant takes you to visit Pokemon Laboratory.
- · Get Pokédex from Prof. Rowan.
- · Rowan's assistant shows you around town.



### TWINLEAF TOWN

- Get the Journal from your mom.
- · Keep Parcel for your rival's mom.



# **ROUTE 202**

· Get five Poké Balls from Prof. Rowan's assistant.



# JUBILIFE CITY

- . Deliver Parcel to your rival at Trainers' School. . Get Town Map from your rival.
- . Obtain three coupons by correctly answering the quizzes given by three clowns.
- · Trade the coupons for a Poketch.
- . Get Old Fishing Rod from a fisherman.



### **ROUTE 203**

· The first battle against your rival.



# **OREBURGH GATE**

· Get HMO6 Rock Smash from a man.



# **OREBURGH CITY**

- · Pokémon Wi-Fi Club opens in the basement of the Pokémon Center.
- . Get Pal Pad from Teals.



# OREBURGH MINE

· Go talk to Roark, a Gym Leader from Oreburgh City.



# **OREBURGH CITY**

• Gym Battle #1 - Battle Gym Leader Roark



# JUBILIFE CITY

- · Reunite with Prof. Rowan and Rowan's assistant. Help Rowan's assistant fight a tag battle against
- · Get the Fashion Case after beating the Galactic Grunts at the Jubilife TV Station.
- Now you can take photos of Pokemon at
- · Get the Poketch app Memo Pad from the president of the Poketch Company.



# **ROUTE 204**



## RAVAGED PATH



# **ROUTE 204**

The first Double Battle against a Pokémon Trainer.



# FLOAROMA TOWN

 Get Sprayduck Watering Can from an employee of Pick a Peck of Colors Flower Shop.



# **ROUTE 205**

. A girl asks you to help her dad.



# **VALLEY WINDWORKS**

· Team Galactic battle-lock them in!



# FLOAROMA MEADOW

. Get Works Key from Team Galactic.



# VALLEY WINDWORKS

- · Enter the Windworks using Works Key. . Battle Team Galactic Commander, Mars.
- · Rescue the girl's dad.

# **ROUTE 205**

# ETERNA FOREST

. Travel through the forest with Cheryl.



# **ROUTE 205**



# ETERNA CITY



- · Get the Poketch App Friendship Checker from a lady on the 1 FL of the Pokemon Center.
- Get Explorer Kit from the Underground Man.
- . Now you can access the Underground.
- . Get HM01 Cut from Cynthia.
- Gym Battle #2 Battle Gym Leader Gardenia.



### **ETERNA FOREST**

PG RE

. Go to Old Chateau using Cut.



# **OLD CHATEAU**



### **ROUTE 211**

008





· Battle Team Galactic Commander, Jupiter



### ETERNA CITY

- Get Bicycle from a shop manager of a bike shop.
- · Get Exp Share from Prof Rowan's assistant



### **ROUTE 206**



. Pass through the cave with Mira



### **ROUTE 207**

 Get Poketch app Vs. Seeker and Dowsing Machine from Rowan's assistant



# MT. CORONET

Meet a mystery man.



### **ROUTE 20B**

- · Get the Poketch app Berry Searcher from a girl at the Berry Master's house
- . Get Odd Keystone from a man on the street



### HEARTHOME CITY



- · Get a Pokémon Ego from a hiker.
- Get Poffin Case from the president of Pokemon Fan Club.
- · Meet the Gym Leader Fantina.
- Get Tuxedo or Oress from your mom
- · Now you can compete in the Super Contest.
- · Battle again with your rival



### **ROUTE 209**

· Get Good Rod from a fisherman.

. Use Odd Keystone on The Hallowed Tower



. Get HM04 Strength from an old lady on the 5 FL.

# SOLACEON TOWN

- · Get the Pokétch app Pokémon History from a man in town.
- Get Seal Case.
- After leaving your Pokemon at the Pokemon Day Care, get the Poketch app Day Care Checker from a man in the Pokemon Day Care.



### SOLACEON RUINS

### **ROUTE 210**

· In the back of Café Cabin, a group of Psyduck is blocking the way



### **ROUTE 215**

### **VEILSTONE CITY** 46



- · Get the Poketch app Counter at reception on the 2FL of the Veilstone Dept Store
- · Get Com Case from a clown in a house
- Gym Battle #3 Battle Gym Leader Maylene.
- . Tag battle Team Galactic with Rowan's assistant.



# **VEILSTONE CITY** (GALACTIC WAREHOUSE)

PG 194

Get HM02 Flv.



 Get a Pokětch app Marking Map from the president of Poketch Company



# **ROUTE 214**

# **RUIN MANIAC CAVE / MANIAC TUNNEL**



### VALOR LAKEFRONT



# **ROUTE 213**



# PASTORIA CITY



- . Gym Battle #4 Battle Gym Leader Wake.
- Chase Team Galactic grunts and talk to
- The third battle with your rival,

# **PASTORIA GREAT MARSH**

· Get HM05 Defog from a man near the entrance.



### **ROUTE 213**

· Chase Team Galactic grunts.



# **VALOR LAKEFRONT**

- . Chase Team Galactic grunts some more and then battle them
- · Get Secret Potion from Cynthia



### **ROUTE 212**

58

# POKÉMON MANSION



# **ROUTE 210**

- Use SecretPotion on a group of Psyduck.
- · Keep Oid Charm for Cynthia



### **CELESTIC TOWN**

- · Get the Pokétch app Analog Watch from a man in
- Defeat Team Galactic at the entrance of a cave.
- . Give the Old Charm to Cynthia's grandmother.
- · Examine a fresco in the back of the ruin
- . Get HM03 Surf.
- Meet Cyrus.



# HEARTHOME CITY



- Gym Battle #5 Battle Gym Loader Fantina.
- 62

### JUBILIFE CITY

· Get the Pokétch app Link Searcher from the president of the Poketch company.



### **ROUTE 219-221**

· You can go to Pal Park but it's under preparation and they won't let you enter.



### **ROUTE 218**

 Prof. Rowan's assistant adds to your. Pokédex a function to show you Pokemon in both gender forms.



# **CANALAYE CITY**

- The fourth battle with your rival.
- Gym Battle #6 Battle Gym Leader Byron.



# IRON ISLAND

### C 165

- · Spelunk through the cave with Riley.
- Tag battle Team Galactic with Riley.
- · Get a Pokemon Egg from Riley.



# CANALAYE CITY

- . Go to Canalave Library.
- Or Rowan asks you to go find a Legendary Pokémon.
- A big earthquake takes place.



### LAKE VALOR

 Battle Team Galactic Commander Saturn in Valor Cavern.



# LAKE VERITY (SECOND VISIT)

The second second

Battle Team Galactic Commander Mars.



### ROUTE 211





### **ROUTE 216**



# **ROUTE 217**

• Get HMG8 Rack Climb



### **ACUITY LAKEFRONT**



# SOOMPOINT CITY



• Gym Battle #7 - Battle Gym Leader Candice



# JUBILIFE CITY

 Get the Poxetch app Move Tester from the president of the Poxetch company



# ROUTE 213

 Go to a cottage using HM08 Rock Climb and get a Poketch app Coin Toss from a man there.



# LAKE ACUITY

THE SEC

- Meet your rival and Team Galactic Commander, Jupiter
- · Chase Jupiter, who's on the way to headquarters.

79

# VEILSTONE CITY

 Get Storage Key from Team Galactic grunts at the entrance of Galactic HO.



- · Enter the Galactic Warehouse using Storage Key
- · Get Galactic Key on the passage to the building.



# GALACTIC VEILSTONE BUILDING

- . Battle Team Galactic Boss, Cyrus.
- . Get a Master Ball from Cyrus.
- Underground, discover the Legendary Pokémon, Mesprit, Azelf, and Use in captivity.
- . Battle Team Galactic Commander, Saturn.
- · Free the three imprisoned Pakemon.

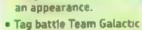


### MT. CORONET (#2)



# SPEAR PILLAR

Dialga/Palkia makes



- Commanders Mars and Jupiter with your rival.

   The second battle against Team Galactic
- Boss, Cyrus.
- Capture Dialga/Palkia.



# LAKE ACUITY

· Capture Uxie in Acuity Cavern



### LAKE VALOR

· Capture Azelf in Valor Cavern.



### LAKE VERITY

- Find Mesprit in Verity Cavern, Talking to it will record it in the Sinnoh Pokedex. It starts traveling.
- Capture Mesprit.



### **ROUTE 222**

88

### SUNYSHORE TOWN



- Flint, one of the Elite Four, tells you to participate in a Gym battle
- · Talk to Gym Leader Volkner at Vista Lighthouse
- Get a Poketch app Calendar from a man in a house by showing him a Pokemon that has a Serious Character
- Get the Pokétch app Dot Artist from a man in the house that has an Innocent Character
- Get a Pokétch app Roulette from a man in a house by showing him a Pokémon that has Capricious Character
- Gym Battle #8 Battle Gym Leader Volkner.
- · Get HM07 Waterfall from Jasmine.



### **ROUTE 223**



# VICTORY ROAD



### POKÉMON LEAGUE

. Battle the Elite Four, and the champion, Cynthia,

92

### TWINLEAF TOWN

SANDGEM TOWN

• Rowan's assistant tells you to go to Celestic Town.

94

# CELESTIC TOWN

- . The elder shows you an old book.
- Dialga/Patkia will be recorded in Sinnoh Pokédex.



# SANDGEM TOWN

PG 201

- . Prof. Oak comes to Pokémon Laboratory.
- Have Prof Oak upgrade your Sinnoh Pokédex to the National Pokedex.

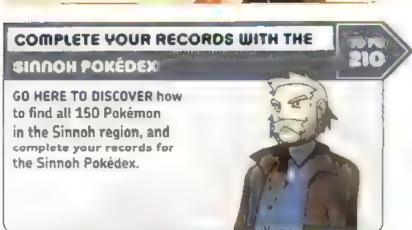
# POKÉMON DIAMOND/ POKÉMON PEARL

How to use this guide.

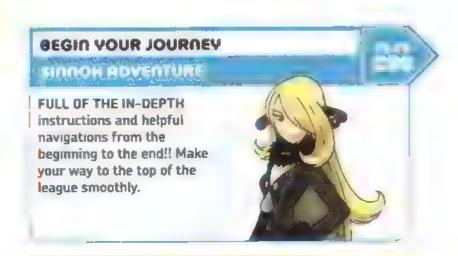
THIS IS THE OFFICIAL STRATEGY GUIDE for Pokémon Diamond and Pokémon Pearl. The story navigates you through your adventure to conquer the Pokémon League Championship, and the Pokédex instructs you on how to complete your records in the

Sinnoh Pokédex. Start with a chapter of your choice. Post-ending strategies and the guide on "how-to-complete" the National Pokédex will be introduced in the Official Pokémon Diamond and Pearl National Pokédex on sale in May of 2007













# SECTION 1



012





# RAISE YOUR POKÉMON WITH CARE!

There are many types of Pokémon.

POKEMON ARE VERY MYSTERIOUS creatures

- there is so much more to them than meets
the eye!! Some live in the wild and some live in
cities and towns with humans. More and more
new species are being discovered every day!



GOTTA CATCH 'EM ALL!

OWN AS MANY POKÉMON AS YOU CAN!! You will need their help and cooperation in order to achieve your goal ...and to advance through the Pokémon League Championship! Here are some ways to capture them successfully

# PRIMARY METHODS TO CATCH POKÉMON



# CATCH WILD

Many Pokemon live in bushes, caves, and oceans. The most basic method of collecting. Pokemon is to find them in their wild habitats and catch them.



# LET THEM EVOLVE THROUGH BATTLES

Train your Pokémon and let them battle other Pokémon They will grow and eventually evolve. When evolved they assume different names and appearances and even learn new moves and Abilities!



# EARN AN EGG FROM A STRANGER

Help people out, do them favors and you may earn a Poxémon Egg Look around and see if somebody needs your help.



# TRADE POKÉMON WITH FRIENDS

When it comes to types that are rare and very hard to catch, try trading Pokemon with your friends. It's another efficient way to increase the number of Pokemon in your Pokedex!

# BATTLES MAKE THEM STRONGER!



POKEMON GROW UP and get stronger as they battle Each time they win, their experience points accumulate - when enough points have built up, they level up, which makes their Attack and Defense power also rise. Raise and train your Pokemon well!



# LEVELING LEADS

# TO EVOLUTION

SOME POKEMON EVOLVE into different creatures when they level up. Although there are several ways to make your Pokemon evolve, the most basic method is to make them battle and earn experience points for them to level up





# OTHER METHODS FOR EVOLVING



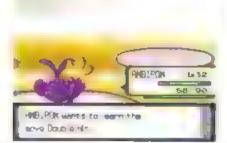
# GIVE THEM A SPECIAL STONE

Using stones that have special power like the Shiny Stone, Dusk Stone, or Thunderstone, is also another way to level up certain Pokémon



# BOND WITH YOUR POKEMON

Breed them with tender loving care and they will become happily attached to you. In some special cases, this is the only way certain Pokémon can evolve



# MAKE THEM LEARN MORE MOVES

For some Pokémon, leaning moves are the key to an Evolution. Make them level up after they have learned or mastered a specific move.





# CONNECTION TRADE

Use the buddy system! Some Pokémon can only evolve when traded!

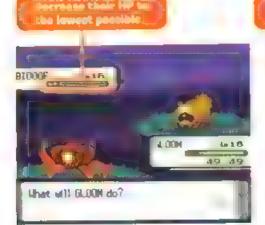


# **BE AN EXPERT AT CATCHING WILD POKÉMON**

YOU NEED TO USE a Poké Ball to catch wild Pokémon, but often times, that's not enough. Some will escape the Poké Ball, and others won't surrender easily. Here are three basic techniques to help you successfully capture them.



# BASIC METHODS TO CATCH WILD POKÉMON



I BRING DOWN THEIR HP

AS LOW AS POSSIBLE

# 2 ATTACK THEM WITH STATUS CONDITIONS

The wild PSYDUCK is fast

Every wild Pokémon has HP (Hit Points) which shows how strong they are. High HP means Pokémon are very energetic, while zero HP means a Pokémon has fainted and can no longer be used in battle. To capture them, it is very important to first decrease their HP by attacking them. When their HP bar goes into the red, you will be able to capture them without difficulty

In battles, Pokémon sometimes fall under certain status conditions – like Poison and Paralyze (see p.25) – because of the effects of their opponent's moves. This is another situation that makes Pokémon easier to catch. Sleep and Freeze are two conditions that make Pokémon extremely vulnerable. When placed in these conditions, combined with low HP, there won't be much a Pokémon can do to avoid capture



# 3 USE DIFFERENT KINDS OF POKÉ BALLS

As you can tell from the list on the next page, there are many different kinds of Poké Balls. They have their own unique strengths and weaknesses, and work differently depending on what type of Pokémon you use them on. For instance, a Net Ball works best on Water- and Bug-type Pokémon Make sure you use the right Poké Ball for the right situation

# WHICH POKE BALL SHOULD YOU USE?

YOU WILL BE USING 15 DIFFERENT POKE BALLS through the course of your adventure in Pokémon Diamond/Pearl. As explained previously, every Poké Ball has a different effectiveness. Familiarize yourself with them all and master how to use them to catch the Pokéman of your choice!!

# POKÉ BALL

The most basic Poice Ball. The Professor's assistant will give you five near the start of your adventure, but after that, you have to key them.

HOW TO OSTAIN: Purchase it.

# HEAL BALL

Restores HP of the Polomon you caught and helps them recover from Special Conditions.

WHERE TO BUY: Jubilife City, Dreburgh City etc.

# TIMER GALL

The more turns the battle last, the better this Poké Ball works.

WHERE TO BUY: Calestic Town, Snewpoint City stc.

# **GREAT BALL**

Slightly more effective than a Poké Ball.

HOW TO DETAIN: Collect 3 Gym badges (win Veilstone City Gym battle).

### **NET BALL**

For the capture of Bug-type and Water-type Pokémen.

WHERE TO SUY- Dreburgh City, Floaroma Town etc.

# REPEAT BALL

High effectiveness against Pokémon you have previously captured.

WHERE TO BUY: Canalave City, Pokemen League

# ULTRA BALL

Slightly more effective than Great Ball.

HOW TO DETAIN Collect 5 Gym badges (win Hearthome City Gym battle).

### **DUSK BALL**

Works well at night or in a dark place like a cave.

WHERE TO BUY Solaceon Town. Pastoria City etc.

### DIVE BALL

High effectiveness against Pokemon living in water.

HOW TO OBTAIN Work part-time at Pokemon News Press.

### **MASTER BALL**

An ultimate ball that enables you to capture just

HOW TO OBTAIN Gain it from Team Galactic boss, Cyrus in Galactic Veitstone Building.

### **NEST BALL**

The weaker the Pokemon. the better it catches them.

WHERE TO BUY Eterna City, **Hearthome City** 

# LUXURY BALL

Makes the Pokémon you've caught bond with you.

WHERE TO BUY: Sunyshore City, Pokémon League

about any Pokémon!!

# PREMIER BALL

Has the same efficiency as Poké Ball. It's free!

HOW TO OBTAIN: Buy 10 Pole Balls in one purchase.

### **QUICK BALL**

Use it as soon as a battle begins for better effectiveness.

WHERE TO BUY Pastoria City. Celestic Town etc.

**HOW TO OBTAIN. Pastoria Great Marsh** 









# PORCELON THE PARTY OF THE PARTY

POKÉMON MOVES MAKE THE DIFFERENCE

POKÉMON LEARN VARIOUS MOVES that are very useful in battles and adventures. There are more than 380 moves and each one of them has a specific effect of its own. Special moves make each Pokemon unique.







# MOVES COME IN THREE TYPES







# ATTACK MOVES

Used to attack their enemies and do damage to them. In addition to simply injuring the opponents, they can also do various more damaging things like casting Special Conditions over them such as poison, burn or paralyze. There are also moves that let you strike first

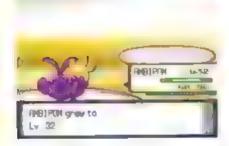
# DEFENSE MOVES

Used to defend against opponents' attacks. These moves restore your HP and cure your Pokémon's Special Conditions. You can also increase your HP while (by) doing damage to your opponent, and gradually restore your HP every turn

# SPECIAL MOVES

Lets you strengthen yourself or give your enemy disadvantages. You can intensify your Pokémon's Stats or take away your enemy Pokémon's HP by affecting them with Special Conditions such as Poison and Burn

# HOW TO MAKE YOUR POKÉMON LEARN MOVES



# LEVEL UP

They learn new moves at certain levels. When they level up and are ready and able, they learn new moves



### USE TMS

TMs are the items you use to make your Pokémon learn their moves. Remember, though, that it is good for only one use. So be very careful and use it wisely!



# USE HMS

HMs are the items that have special moves (see p.21) registered in them. Unlike TMs you can use them repeatedly on more than one Pokemon



## TEACH THEM WELL

During your adventure you'll meet people who are great Trainers. Take advantage of these opportunities and let your Pokémon get schooled!

# POKÉMON

# AND THEIR ABILITIES

POKÉMON HAVE DIFFERENT ABILITIES depending on their types. For instance, Pikachu has an Ability called Static, which can inflict the Paralyze condition, and attracts Electric-type Pokémon (when Pikachu is the lead in your group). Some are useful in battle, and some are helpful in capturing wild Pokémon



Some Pokémon may have two Abilities In such cases, they usually can only possess ane of the two

# EXAMPLES OF ABILITIES AND THEIR EFFECTS

# PICKUP

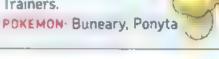
When in battle, they pick
up items The
items they can
pick up vary
depending on
their level. (see p.290)
POKÉMON: Pachirisu, Munchlax

# ANTICIPATION

If an opponent has moves that are very effective on them, they detect them right at the very beginning of the battle.

# RUN AWAY

No matter whom it is that you're in a battle with, you can run from them. It bears no effect in battles between Pokémon Trainers.



# **BOND WITH YOUR POKÉMON**

POKÉMON: Wormadam, Croagunk

ESTABLISH A GOOD RELATIONSHIP with your Pokemon. If you make them happy by doing things they like, naturally they will become more bonded to you. If you annoy them, don't expect them to play nice.



# HOW TO BOND WITH YOUR POKEMON



# ALWAYS KEEP THEM IN YOUR PARTY

Keep them in your Party and travel with them. The more time you spend with them, the better they bond with you.



# CAPTURE THEM WITH THE LUXURY BALL

Using a Luxury Ball in capturing them definitely makes this bonding business easier



# GIVE THEM THE SOOTHE BELL

Give them an item to hold catled the Soothe Bell and they bond with you better than they do without it.



# GIVE THEM AN ABILITY ITEM

Bringing up their basic points by giving them items like Protein, Zinc or Iron is another solution for happier Pokémon.

# YOU MAKE ME FEEL LIKE

# A NATURAL POKÉMON

EACH AND EVERY POKÉMON has its own nature. There are 25 of them in total including brave, serious, quirky. Depending on Pokémon's Nature, their stats change upon leveling up.



# THE DIFFERENCE IN NATURE AFFECTS...



# HOW THEY ADVANCE IN THEIR ABILITIES

When they level up the r stats advance, too Pokemon with different Nature differ in the way their stats grow.

020



# EFFECTIVENESS OF BERRIES

restore Pokemon's HP
when given to them But
if Pokemon dislike the
flavor of it, it can often
make them Confused



# TASTE FOR POFFIN

They have different tastes for Pokemon food Feed them Poffin they like and their condition gets better



# *NATURE ATTRACTS*

Give your Pokemon
Everstone and leave
it with a Pokemon breeder
Chances are better than a
Pokemon with the same Nature
will be born.

aper para pop para de las ponêmparo dinarioteriotics



# WHAT ABOUT

# CHARACTERISTICS?

A POKÉMON'S CHARACTERISTICS INDICATE which stats will develop the best. For instance, if your Pokémon is sensitive to sound, its Speed stat will increase. Try and improve the stats that will grow the fastest.



Char Line Louis de la Line Louis de la la Line Louis de la Louis



# BIN'T NO MOUNTAIN HIGH ENOUGH

AMONGST THE MANY MOVES POKEMON USE, there are some granted through items known as Hidden Machines (HMs). When taught to a Pokemon and used on the field, there won't be a single place you can't go. They simply get rid of all the obstacles you will come across on the way. Each move requires a specific Gym badge in order to activate the move in the field



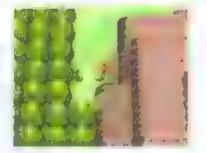
# FIELD MOVES THAT ARE EFFECTIVE FOR

### HM 1: CUT



Chops down small trees so you can move forward.

WHERE TO GET IT Got it from Cynthia in Eterna City.



### HM 2. FLV



WHERE TO GET IT Obtain it in Galactic Storage.



### HM3 SURF



You can surf freely on the waters of rivers and oceans.

WHERE TO GET IT Get it from an elder in Celestic Town.

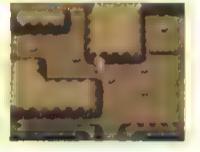


### HM4 STRENGTH



Use this power to move heavy rocks with ease.

WHERE TO GET IT. The old lady on the fifth floor of the the Lost Tower.



### HMS: DEFOG



Dissipate the thick fog and you can see clearly now.

WHERE TO GET IT: Get it from a man in Pastoria Great March



# HM6: ROCK SMASH



Crush these huge obstacles into pieces and keep on going.

WHERE TO GET IT: Get it from a man at Orehurgh Gate.



# HM7: WATERFALL



vast waterfalls with ease.

WHERE TO GET IT Get It from Jasmine in Sunyshore City.

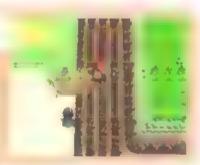


### HM8 ROCK CLIMS



You can climb up and down en rough, craggy surfaces of mountains.

WHERE TO GET IT: Get it on Route 217.



# REGULAR MOVES THAT CAN BE USED ON THE FIELD



FIELD MOVES ARE VERY USEFUL MOVES that make it easier to travel on roads and caves, but there are regular moves that also can do similar tasks. For instance,

Flash comes in very handy when you need something to light your way through the pitch black darkness in Wayward Cave right under the Cycling Road



# TECHNIQUES TO WIN

Type Casting.

YOU SHOULD KNOW by now that all Pokémon have different types like Normal, Fire, Water, Grass, etc. There are 17 types in total and every Pokemon belongs to

one of those groups. Type is a very important factor that impacts the results of battles. Make sure you know them well so you have a head start for wins in your future battles.

# 17 TYPES OF POKÉMON IN ALL!



Glameow



Chimchar



Piplup



Turtwig



Pachirisu



Snover



Lucario



Skorupi



Hippopotas



Starly



Chingling



Kricketot



Cranidos



Driftoon



Gible



Stunky



Bronzor

# HAVE TYPES, WILL TRAVEL

JUST BECAUSE a Pokémon is a certain type doesn't mean that it is limited to learning moves of that type. Take Piplup, for example. Although it is a Water-type, they can learn moves of different types.



PIPLUP'S CASE

Piplup Water Uses Move Peck: • Flying-type

# **MOVE TYPE AFFECTS THEIR ATTACKS**

Attacks the opponent, Bidoof, with a Flyingtype move



Attacks with the move Peck



# POKÉMON TYPE AFFECTS THEIR DEFENSES

Receives Bidoof's attack against its Water-type defense



Receives the attack Headbutt



023

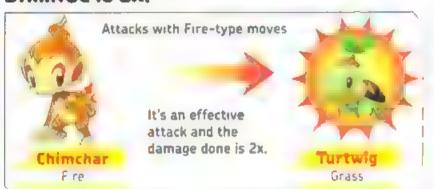
# PIN-POINT THEIR WEAKNESS! TURN THE BATTLE

# UPSIDE-DOWN!

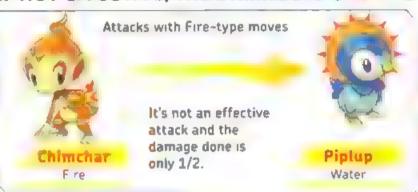
HERE IS THE POKEMON GOLDEN RULE. Water-types dominate Fire-types, but is vulnerable against Grass-types. Kind of reminds you of rock, paper, scissors, right? This is where type effectiveness comes in to play. For example, if the attacker's move type is effective on the defender's Pokemon type, the damage done here will be double that than under normal circumstances.



# IF IT'S EFFECTIVE (FIRE VS. GRASS) THE DAMAGE IS 2X!



# IF NOT EFFECTIVE, THE DAMAGE IS ONLY 1/2



# MULTIPLY THE DAMAGE OF YOUR ATTACKS!

damage to your opponents
by more than 1.5x by meeting
certain requirements. And since
the more damage you do to your
opponent, the closer you get to your
victory, why not give it a try? Here
are three basic conditions that will
make victory possible.

YOU CAN INCREASE the



# **4: USE THE SAME MOVE TYPE AS YOUR POKEMON'S**

If the type of the move is the same as the type of your Pokémon, the power of the move is 1.5x.

Damage:

# 2: ATTACK YOUR OPPONENT'S WEAKNESS

Use the type of move that your opponent is vulnerable against, and the damage increases to 2x.

Damage:

If you land a critical hit, the damage increases another 2x,

Damage:

# REFER TO THE IN-BATTLE MESSAGES FOR THE AMOUNT OF DAMAGE YOU ARE CREATING

MESSAGE	EFFECTIVENESS	DAMAGE
Super Effective!	Effective	2 to 4x
Not very effective	Not Effective	1/2 or less
(No message)	Normal	Normal
Not effective at all	No Effect	No damage
It is a critical hit		2x





# THE NUMBERS GAME: POKÉMON'S STATS

EACH POKÉMON has 6 main statistics. HP. Speed.
Attack, Defense, Special Attack, and Special
Defense. The higher each statistic, the stronger it is!

# Hilling

Pokémon's physical strength.
When attacked the points decreases.
If it goes all the way down to zero,
your Pokémon faints.

### SPECE

Quick attacks, quick moves! Pokémon who have high speed points are faster than others in making initial moves.

### RELATED TO PRINCIPAL MOVES

Attack

Higher points mean more damage they do with physical moves.



### DEFENSE

Higher points mean less damage they receive from physical moves.

### HELD TO SPECIAL MID

Special Attack

Higher points mean more damage they do with special moves.

# SPECIAL DEFENSE

Higher points mean less damage they receive from special moves.

# STATS AFFECT EFFECTIVENESS OF MOVES

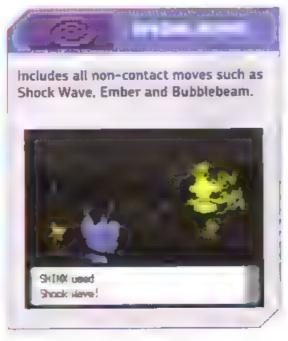
ALL THE MOVES can be divided into three categories: Physical, Special, and Status - all of which are closely related to their stats. An

example: Let a Pokémon that is strong in Attack learn physical moves that will cause a great deal of damage to your opponents

# EFFECTIVENESS OF MOVES CAN BE DIVIDED IN

# THREE DIFFERENT CATEGORIES







# STATUS CONDITIONS

status conditions affect an opponent's ability to battle. While they don't always do damage, they can definitely make a difference! In addition to the 6 main status conditions, there are some possible semi-special conditions. A Pokémon can be affected by both a status condition and a special condition at the same time, but you can't affect a Pokémon with two status conditions (with the exception of Confusion) or two special conditions.



The effects of special conditions are absolutely powerful! Execute them as often as you can and see the results for yourself!

# THE SIX SPECIAL CONDITIONS

# POISON

Reduces your HP every turn Doesn't heal automatically during battle.

Effect Reduces your apparent's HP

### تنمو بذ

Makes you unable to attack. Allows you to heal yourself after several turns.

Effect: Prevents your opponent from attacking you. Provides you with a safe environment

# PRRGLUSIS

Decreases your speed and deprives you of one attack out of every four. Doesn't heal automatically during battle.

Effect Lessens your opponent's turns to attack You get to attack first

Makes you unable to attack Allows you to heal yourself after several turns.

Effect Prevents your opponent from attacking you Provides you with a safe environment.

Lowers your attack and reduces your HP with every turn. Doesn't heal automatically during battle.

Effect Reduces your opponent's HP Makes
your opponent's attacks less powerful

Target may be confused enough to attack itself. Wears off after several turns



Effect Lessens your opponent's turns to attack Reduces your opponent's HP

# ADDITIONAL EFFECTS FROM CONDITIONS

SOME MOVES PERFORM

Just like special conditions.

In fact, you can use them in conjunction with special conditions to bring about more effects. For example: You can make already poisoned Pokémon even weaker by using Attract.

# CURSE

Reduces your MP by 1/4 of your max HPs each turn.

# FLIACH

Makes you Flinch and unable to attack during that turn.

### ATTRACT

Makes it difficult for you to attack your opponents of opposite gender

### LEECH SEED

Reduces your HP each turn and lets your opponent absorb it.



THE RULES IN EXECUTING THESE MOVES



You can't combine special conditions (except for Confuse)



You can combine semi-special conditions



# MAKE THE MOST OF POKÉMON ABILITIES

SEACH TYPE OF POKÉMON has its own special Abilities. Utilizing them in battles will expand your advantage for successful wins. Master them and use them together with your various moves.



bilities control battle

# **ROILITIES THAT THE FIRST THREE POKÉMON POSSESS**

# OVERGROW TURTWIG

When HP decreases to less than 1/3. the power of Grasstype moves will be strengthened by 1.5x.



# BLAZE

CHIMCHAR When HP decreases to less than 1/3. the power of Firetype moves will be strengthened by 1.5x.



# TORREST

PIPLUP When HP decreases to less than 1/3, the power of Watertype moves will be strengthened by 1.5x.



# ILITIES USEFUL IN BATTLE

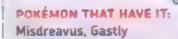
# INTIMIDATE

Upon entering into a battle, lowers opponent's Attack by one level.



# LEVITATE

Immune to any Ground-type moves



# STATIC

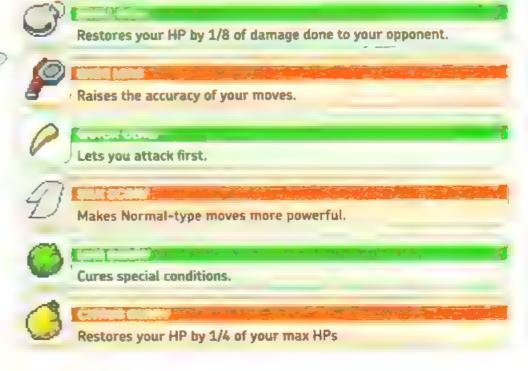
Paralyzes opponents that come in contact with a 30% probability

POKEMON THAT HAVE IT Pikachu, Raichu

# EQUIP ITEMS ONTO YOUR POKÉMON



# EXAMPLES OF USEFUL TOOLS AND ITEMS



# USE YOUR TOOLS AND ITEMS

# BAGS

BAGS CONTAIN TOOLS AND ITEMS you collect during the course of your adventure. They have eight pockets (Items, Medicine, Poké Balls, TMs and HMs. Berries, Mail, Battle Items, and Key Items) and will automatically categorize your tools and items and keep them separately in those pockets.





# FOR GIRLS



# REGISTER ITEMS OF FREQUENT USE

IT IS WISE TO REGISTER THE TOOLS like the Bicycle or the Fishing Rod that you repeatedly use. Once registered, you can access those items right away by pressing the Y-button. This will save a significant amount of the time you would waste rooting through your bag



## HOW TO REGISTEN YOUR ITEMS?

Move the cursor to the item you want to use. Press a button and select Registum

# ORGANIZE VOUR ITEMS

and tools as possible but after a while it becomes a time consuming task to go though your bag and find what you need if they are not sorted out and neatly in place. So start organizing your items early. Example: line up your Potions and Hyper Potions in order. You can pick up exactly what you want in the blink of an eye.



# WHERE WILL YOU KEEP HYPER POTION?

How to organize your items

- . Move the cursor to the items
- Rearrange them by pressing Select button.

# EXAMPLES: ITEMS YOU WANT TO TAKE WITH YOU



AND SOUTH OF STREET

An item with which you catch Pokémon. Collect as many kinds as you can so that you can use the right Poké Ball on the right Pokémon.



An item that heals your Pokemon Collect as many kinds as you can so that you can choose the right one for the right situation



An item that cures special conditions. Collect and carry all of them and you will be able to deal with all kinds of special conditions when they occur.



The state of the s

PP is an indicator of the number of moves Pokémon can use. PP restoration items are very valuable so use them carefully.



Allows you to avoid encounters with Pokemon that are lower-level than yours. It's a time-saver when you're in a hurry to get somewhere.



A tool that brings you back out to the entrance of a cave in an instant. It's a helpful tool you can use when you're stuck deep inside of a cave.



# THE POKED

THE POKÉDEX IS A HIGH-TECH DEVICE that automatically registers information on Pokémon. When you come across Pokémon while traveling or see them in battles against other Trainers. The Pokédex records their names, appearances and habitats as the number you've found When you capture them, it indicates their detailed biological information as the number you've captured

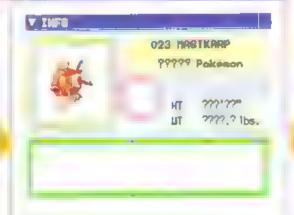


# THE PROCEDURE OF REGISTRATI

# 022

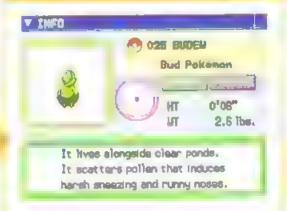


Until you start seeing Pokémon, it just shows you pages with index numbers on them



Once you find the Pokémon, the Pokédex shows their names and images. If they are wild Pokémon, the Pokédex indicates their habitats, too

# OKÉMON'S GIOLOGICAL DATA



When you finally capture them, the Pokédex indicates Pokémon types, height and weight, and other detailed biological information. This completes the Pokémon registration procedure

# OTHER BASIC FUNCTIONS



You'll see the area where caught Pokémon have appeared. Moving the sun on the bottom screen shows the areas during the morning. day, and night.



You can hear Pakémon's cries. You can also play sound effects such as Chorus and Pan



It shows Pokémon's size (height and weight) in comparison with yours.



You can examine physical difference between males and females.



Sorts out data by Sinnoh Pokédex number, alphabetical order, weight etc.

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# FOR BOYS



# FOR GIRLS



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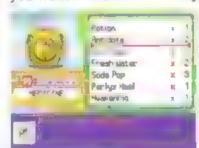


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CONDITION

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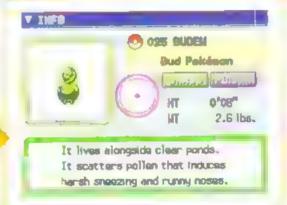


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You can examine physical difference between males and females.



Sorts out data by Sinnoh Pokédex number, alphabetical order, weight etc.

### **DAY CARE CHECKER**

Shows you how your Pokemon is doing at the Day Care.

HOW TO OBTAIN

Get it from a man at a Day Care in

Solaceon Town



### POKÉMON HISTORY

Shows your last twelve captured Pokemon

HOW TO OBTAIN
Get it from a man in Solaceon Town



### COUNTER

It starts counting by pressing •. Can be used for various purposes.

HOW TO OBTAIN

Get it at reception on the second floor of Veilstone Dept. Store.

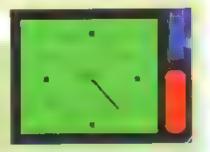


# ANALOG WATCH

Comes in an analog format. The whole monitor flashes just by touching it.

HOW TO OBTAIN

Get it from the president of the The Pokétch Company after winning the Gym Battle in Veilstone City



# MARKING MAP

Move around ● or ◆ with your touch pen to put marks on your map

HOW TO DETAIN

Get it from the president of the The Poxetch Company after winning the Gym battle in Veilstone City



### LICK SEARCHER

Looks for other players who are on Nintendo DS Wireless Connection.

HOW TO GETAIN

Get it from the president of the Poketch Company in Jubilife City after winning the Gym battle in Hearthome City



# COIN TOSS

Tosses Magikarp's coin and see if it's head or tail. Can be used for various outgoses.

HOW TO OBTAIN

Get it from a couple staying at the Hotel Grand Lake on Valor Lakefront.

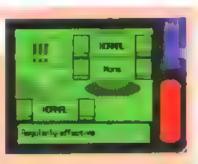


# **MOVE TESTER**

Compares the move types of your Pokemon and that of your opponent's Pokemon

HOW TO GETAIN

Get it from the president of the Pokétch Company after winning the Gym battle in Snowpoint City.



# CALENDAR

You can mark the dates by touching on them

HOW TO DETAIN

Get it from a man in a house by showing him a Pokemon that is Serious.



### DOT ARTIST

Make your own dot art - the pressure you apply determines the line thickness

HOW TO DETAIN

Show a man in a house a Pokemon that is Naive in Nature. Who's down with LCD? Yeah you know me!

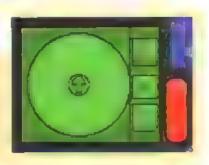


### ROULETTE

Customize it as you like it by writing letters and drawing pictures.

HOW TO OBTAIN

Get it from a man in a house by showing him Pokemon that is Quirky in Nature





# UTILIZE TOWN FACILITIES

# POKÉMART

the game. The items in the Pokemart will change as you win more battles, adding even more helpful items to their inventory. There are two salespeople - the one on the right sells common items, while the one on the left specializes in town specializes. If you



talk to people
in the shop,
you may end
up with great
advice, a chuckle
or two, or even
some useful
information.

# ITEMS YOU CAN BUY AT POKEMART

ITEM	PRINCE	CONDITIONS	DESCRIPTION
Poké Ball	200	0	Use to catch wild Pokemon.
Great Bail	600		Jse to catch wild Pollemon. More effective than the Polle Ba
Ultra Ball	1200		Use to catch wild Pokemon. More effective than the Super Ball
	300		Restores 20 MP
Patren			
Super Potion	700		Rectores 50 HP.
Hyper Potion	1200	_	RESIDITES 200 MP
Max Potion	2500		Restores HP to full.
Full Restore	3000	*	Restores HP to full and heals any status coud tions
Revive	1500		Revives a fainted Pekirmon with helf its HP
Antidote	100		Heals a poisoned Pokemon
Partyz Heat ow	200	r 0	Heats a paratyzed Pokimon.
Awakening	250		Awakens a sleeping Pokemon
Surn Heat	250		Heals a burned Pokemon
Ice Heal	250		Thaws a frozen Poxemon
Falt Heat	500	2. M	Hosts all status conditions,
Escape Rope	550	•	Lets you instantly escape caves and similar areas
Pagel.	350		Repels weak wild Pokemen for 300 steps.
Super Repel	500		Repeals weak wild Pokemon for 200 steps
Max Repel	700	-	Rapels weak wild Pokemon for 250 steps.

- The warms of the beginning
- At a winning less is over pattle (After obtaining 3 Gym badges)
- After wereing Hearthorne City Gym battle (After obtaining 5 Gym badges)

# POKÉMON CENTER

provides Pokémon Trainers with various valuable services, as well as some fun activities. Let's visit each floor and see what's shakin' at the Center

# SECOND FLOOR: POKEMON WIRELESS CLUB

HERE YOU CAN TRADE Pokémon and battle with your friends through Nintendo DS Wireless Connection. Pokémon Communication Club Colosseum is a section where you can challenge other Trainers in more serious battles. In Union Room, you get together with your friends and do things like trade Pokémon or mix records. At the reception area on the far left you can sign the back of your Trainer card



# FIRST FLOOR: POKEMON CENTER

POKÉMON CENTER takes in Pokémon and heal them on the spot. Use the PC next to the reception for deposit and withdrawal activities. Since there are always people coming in and out of this place, sometimes you gain some helpful information or even a new Poketch function by simply having conversations with them



# POKEMON WI-FI CLUB

HERE AT POKEMON WI-FI CLUB, you can play, battle, or trade Pokemon with friends around the world using the Nintendo Wi-Fi Connection. In order for you to take advantage of this fabulous feature, go to the club and get the Pai Pad from Teals on your first visit. Exchange Friend Codes in advance and have them registered in each other's Pal Pad.



# RAISE THEM WELL -THE FIRST 3 POKÉMON



# LEVEL THEM UP

AT THE BEGINNING of the story you'll find three Pokemon inside a briefcase Prof. Rowan forgot to take with him From there you pick your partner Pokemon. All three of them have profound and specific capabilities, so it is crucial that you let them battle a lot to grow stronger.



MAKE THEM LEVEL UP When they level up their Stats so up.



# TEACH THEM MANY TYPES OF MOVES

IT BENEFITS YOU to teach Pokemon types of moves that are different from their own type. For instance, Piplup is a Water-type Pokemon and usually doesn't respond well to Grass-type moves. But with a Flying type move like Peck, it can do 2x the damage on Grass-type opponents and should hold out well. Be selective with the moves you teach them.



Congratulations! Your Piplup evolved into PRINPLUP!

# MAKE UP FOR WERKNESSES

Be careful, 2x damage will be dealt to you if your opponent attacks you on your weak point. Teach your Pokemon moves that protect or reduce these powerful moves.

# SOMETIMES, IT IS IMPORTANT TO CANCEL AN EVOLUTION

YOU CAN CANCEL AN EVOLUTION by pressing the B button during the process. But why do this? Well, evolving slows down a Pokémon's ability to learn moves. In the basic form, Turtwig learns the move Mega Drain at Lv.25, but after having evolved into Grotle, it can only learn Mega Drain at Lv.27, which will obviously take much more time. So in some scenarios, it's better not to rush Evolution and instead focus on teaching them necessary moves first.



TURTUIG a evolving



# IF YOU CHOSE TURTUMG AS YOUR FIRST POKÉMON



Lø	HOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	PP	RANGE	DIRECT ATTACK
Basic	Tackle	Norma.	Physical	35	95	35	Normal	1 0
5	Withdraw	Water	Status			40	Sef	
9	Absorb	Grass	Special	20	100	25	Normal	
13	Razor Leaf	Grass	Physica-	55	95	25	Enemy 2	
17	Curse	7	Status			10	Normal/Sulf	
21	B te	Dark	Physica	60	100	25	Normai	0
25	Mega Drain	Grass	Special	40	100	15	Normal	
29	Leech Seed	Grass	Status		90	10	Norma.	
33	Synthesis	, Grass	Status	_		- 5	Self	
37	Crunch	Dark	Physical	80	100	15	Norma,	C
61	Giga Drain	Grass	Special	60	100	10	Normal	
45	ceaf Storm	Grass	Special	140	90	- 5	Norma	





Ly	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	PP	RANGE	DIRECT ATTACK
Basic	Tackle	Normat	Physical	35	95	35	Normal	0
Basic	Windraw	Water	Stavas			40	Se f	
- 5	Withdraw	Water	Status			40	Self	
9	Absorb	Crass	Spec as	20	100	25	Normal	
13	Razor Leaf	Grass	Physical	55	95	25	Enemy 2	
17	Curse	2	Status			10	Normal/Self	
22	Bite	Dark	Physical	60	100	25	Normal	0
27	Mega Drain	Grass	Spec al	40	100	15	Normal	
32	Leech Seed	Grass	Status		90	10	Normal	
3.7	Synthes s	Grass	Status			5	Self	
42	Crunch	Dank	Physical	80	100	15	Normal	0
47	G ga Ora r	Grass	Special	60	100	20	Norma	
52	Leaf Storm	Grass	Special	140	90	5	Normal	

GRATIE	<b>EVOLVES INTO</b>	TORTERRO	OT IV 32



LV	HOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	22	RANGE	DIRECT ATTACK
Basic .	Wood Hammer	Grass	Physical	120	100	15	Normai	0
Basic	Tauk e	Normal	Physica:	35	95	15	Norma	(
Basic	Withdraw	Water	Status			40	Setf	
Basic	Absorb	Grass	Specia	20	100	25	Norma <sup>1</sup>	
Basic	Razor Luaf	Grass	Physical	55	95	25	Enemy 2	
5	Withdraw	Water	Status			40	Seif	
9	Absorts	Grass	Special	20	100	25	Normal	
13	Razor Leaf	Grass	Physica	55	95	25	Enemy 2	
17	Curse	7	Status			10	Normal/Self	
22	Bite	Dark	Physical	60	100	25	Normal	C
27	Mega Orain	Grass	Special	40	100	15	Normal	
32	Earthquake	Ground	Physica <sup>1</sup>	10	100	10	Enemy 2 A ty 1	
33	Leech Seed	Grass	Status		90	10	Normal	
39	Synthesis	Grass	Status			- 5	Self	
45	Crunch	Dark	Physical	80	100	15	Normal	0
51	Giga Orain	Grass	Special	60	100	10	Norma	
57	Leef Storm	Grass	Special	160	90	5	Normal	

# TIPS

FIRE-TYPE MOVES are Turtwig's weak point. But it can't learn Earthquake, the Ground-type move that is effective against Fire-type Pokemon until it evolves into Torterra. Your best bet is to raise a Water-type Pokemon that is strong against Fire-type Pokemon as back-up

# INTRODUCTION

#### 035

# IF YOU CHOSE CHIMCHAR AS YOUR FIRST POKÉMON



Lv	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	FP	RANGE	DIRECT ATTACK
Basic	Stratch	Normal	Physical	40	100	35	Normai	0
Basic	Leer	Normal	Status		100	30	Enemy 2	
7_	Ember	Fire	Special	40	100	25	Normal	
9	Taunt	Dark	Status		100	20	Norma	
15	Fury Swipes	Normal	Physical	18	- 80	15	Normal	
17	Flame Wheel	Fire	Physical	60	100	25	Normal	. 0
23	Nasty Plot	Dark	Status			20	Self	
25	Torment	Dark	Status		100	15	Normal	
31	Facade	Normal	Physical .	70	100	20	Normal.	0
33	Flame Spin	Fine	Special	15	70	15	Normal	
39	Stack Off	Normal_	Status			10	Seif	
41	Flamethrower	Fire	Special	95	1.00	15	Normal	

CHIMCHAR EVOLVES INTO MODERADO AT LV.14.



Lv	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	PF	RANGE	DIRECT ATTACK
	Scratch	Normal	Physical	40	100	35	Normal	)
Basic	Leer	Normal	Status		100	30	Enemy 2	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Ember	Fre	Special	40	100	25	Rermal	
9	Taunt	Dark	Status		100	20	Normal	
14	Mach Punch	Fighting	Physical	40	100	30	Norma	0
16	Fury Swiges	Norma.	Physical	18	80	15	Normal	0
19	Fame Whee	Fre	Physical	60	100	25	Norma	0
26	Feint	Normal	Physical	50	100	10	Normat	
29	Torment	Dark	Status		100	15	Norma	
36	Close Combat	Fighting	Physical	120	100	5	Normal	0
39	Fire Spin	Fire	Special	15	70	15	Normai	
46	Slark Off	Normal	Status			10	Self	
49	Flare Blitz	Fire	Physical	120	100	15	Normal	0

MONFERNO EVOLVES INTO INFERNAPE AT LV.36.



Lv	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	FP	RANGE	DIRECT ATTACK
Basic	Scratch	Normal	Physical	40	100	35	Normal	Ü
Basic	1861	Norma	Status		100	30	Enamy 2	
Basic	Ember	Fire	Special	. 40	100	25	Normal	
Basic	Taont	Dark	Status		100	20	Normal	
7	Ember	Fire	Special -	4 40	100	25	Hormat	1
g	Taunt	Bark	Status		100	20	Normal	
14	Mach Punch	Fighting	Physical	40	100	30	Hormst	0
17	Fury Swipes	Norma.	Physical	18	BO	15	Normal	0
21	Flame Wheel	Fire	Physical	- 60	100	25	Normal	0
29	Feint	Normal	Physical	50	100	10	Normal	
33	Punishment	Dark	Physical		100	- 5	Normal	0
41	Cose Combat	Fighting.	Physical	120	100	- 5	Normal	0
45	Fire Spin	Fire	Special		70.	15	Normal	-
53	Carry Mind	Psych r	Status			20	Self	
57	Flare Blitz	Fire	Physical/	10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	400	15	Novanil-	The same of the sa

#### TIPS

CHIMCHAR IS A FIRE-TYPE POKÉMON and vulnerable to Rock-type moves. As a counter-measure, you might want to teach it Mach Punch, a Fighting-type move which is effective against Rock-types. Once evolved into Monferno, it acquires an additional type, Fighting





# IF YOU CHOSE PIPLUP AS YOUR FIRST POKÉMON



Lv	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	PP	RANGE	DIRECT ATTACK
Basic	Pound	Normal	Physical	40	100	35	Norma	0
4	Growi	Normal	Status		100	40	Enemy ?	
8	Bubble	Water	Special	20	190	30	Enemy 2	
11	Water Sport	Basinson.	Status			15	AL	
25	Peck	Flying	Physical	35	100	35	Normal	0
18	Bide	Normai	Physical .			10	Self	0
22	BubbleBeam	Water	Special	65	100	20	Normal	
25	Fury Attack	Norma.	Physical	15	85	20	Normal	0
29	Brine	Water	Special	65	100	10	Normal	
32	Whirtpool	Water	Special	25	70	15	Normal	
36	Mist	Ice	Status			30	Ally 2	
39	Dritt Peck	Flying	Physical	80	100	20	Normal	0
43	Hydro Pump	Water	Special	120	80	5	Normal	





Lv	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	FP	RANGE	DIRECT ATTACK
Basic	Tackie	Norma	Physical	35	95	35	Rormal	1 0
Basic	Growl	Normal	Status		100	40	Enemy 2	
4	Growl	Normal	Status		100	40	Enemy 2	
В	Bubble	Water	Special	20	100	30	Enemy 2	
21	Water Sport	Water	Status			15	Att	
15	Peck	Flying	Physical	35	100	35	Norma	0
16	Metal Claw	Steel	Physical	50	95	35	Normal	0
19	B-de	Normal	Physical			10	Self	0
24	BubbleBeam	Water	Special	65	100	50	Normal	
28	Fury Attack	Normal	Physical	15	85	20	Normal	0
33	Воле	Water	Special	. 45	100	10	Normal	
37	Whirspool	Water	Special	15	70	15	Normac	
42	Mist	ice	Status	11-		30	Alty 2	
46	Orill Peck	Flying	Physical	80	100	20	Normat	0
51	Hydro Pump	Water	Special	120	80	5	Normal	

# PRINPLUP EVOLVES INTO EMPOLEON AT LY.36.



Lu	MOVES	TYPE	CLASSIFICATION	STRENGTH	ACCURACY	PP	RANGE	DIRECT ATTACK
Basic	Тасите	Normal	Physical	35	95	35	Normal	1 0
Basic	Growl	Norma	Status		100	40	Enemy 2	
Basic	Bubbie	Water	Special	20	100	30	Enemy 2	
4	Stowl	Normal	Status		100	40	Enemy 2	
8	PS 24	Water	Special	20	100	30	Enemy 2	
11	Swords Dance	Normal	Status			30	Self	
15	Peck	Flying	Physical	35	100	35	Normal	0
16	Metal Claw	Stee	Physical	50	95	35	Norma'	0
19	Swagger	Normal	Status		90	15	Normal	
24	SubbleBeam	Water	Special	65	100	20	Normal	
28	Fury Attack	Normal	Physical	25	85	20	Normal	0
33	Brine	Water	Special	65	100	10	Normal	
36	Aqua Jet	Water	Physical	40	100	20	Normal	0
39	Whirtpool	Water	Specia-	15	70	15	Normal	
46	Mist	fce	Status			30	Ally 2	
52	Drill Peck	Flying	Physical	ВО	100	20	Normal	0
59	Hydro Pump	Water	Special	120	80	- 5	Normal	

PIPLUP IS VULNERABLE 13 % ess-type moves So learly Per

037

# SINNOH ADVENTURE STRATEGY GUIDE







This gives you a brief introduction on the town's infrastructures, and the geographical characteristics.



#### HMS THAT ARE NECESSARY TO EXPLORE THE WHOLE AREA

Marked are the HMs you need to use in order to explore the whole area and collect all the items available



Rock

Smash







Defog





Strength





Rock Waterfall



# WILD POKEMON YOU WILL ENCOUNTER IN

Surf

It shows the types, time of appearance, etc. of wild Pokemon in the area



4.00am 10.00am 10-00am - 8:00pm 8:00pm - 4:00am

#### DIFFERENT YERSION

- Appears only in Chamond
- Appears only in Pearl

#### TYPE OF FISHING ROD

Old An old lishing rod Good A good fishing rod

#### **OBTAINABLE ITEMS**

Shows you the items and tools that are obtainable in the area. If there are conditions, they are shown here as well



#### POKÉMART

A sales person on the left side of the shop will show you the goods that are



#### IN-DEPTH WALK-THROUGH TO THE END OF THE GAME

Goes over events, incidents and everything else you should experience in the area. You will find detailed instructions, such as order of activities and how to fulfill conditions, very helpful. Together with the quick walk through in the beginning of this book (see p.8) this will guide your way to the best ending!



#### MORE DETAILED INFORMATION

This will take a closer look at the details of the town's facilities, on-held events and incidents, what to know and who to go see etc. - useful knowledge that will help you out immensely



#### **GYM BATTLES**

Gives you insights on things like the functions and features of the town's Pokemon Gym, the type of Pokemon the Gym Leader will use on you, and tips and hints to defeat them. Full of important information you should know before you actually enter a battle

SECTION 2

# SIMPOH ENTIRE

038





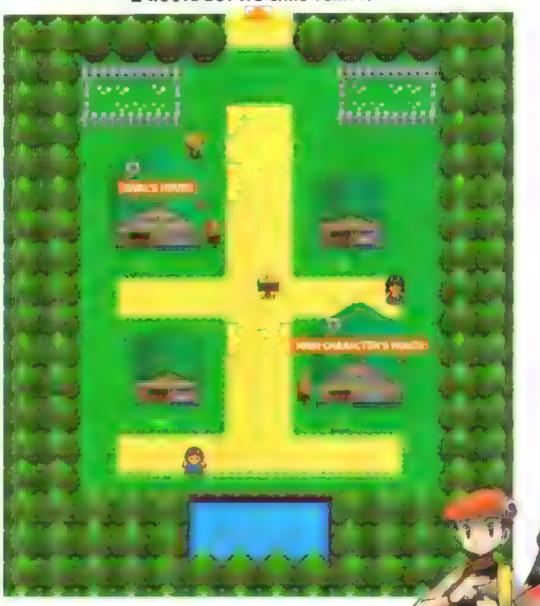


# TWINLEAF TOWN

After checking out a new special TV show called *The Search For Red Gyarados* in your room, you head downstairs to talk to your mom. She lets you know that your rival stopped by. What did he want? Go to his house to find out!



SURE



#### OSTAINABLE ITEMS

AFTER VISITING LAKE VERITY

Journal Package

PONENS .	UNGLASLE
syduck	1 0
Colduck	

FISHING		
FISHING ROO	POKÉMON	VARIABLE
Old	Magikarp	9
Good	Mag karp	=
	Goldeen	1 0



#### LET'S GO TO YOUR RIVAL'S HOUSE

WHEN YOU GO DOWNSTAIRS in your house, your mom tells you that your rival came looking for you, and he looked flustered. After wondering what his deal-oo is, you leave and search him out (he's in the same town as you, Twinleaf Town).



#### **POSTER PROPS**

Joseph Light at the perturn in your house und in allies people's housest about the specialism of the particular former to check them and



# MEET YOUR SCATTERBRAINED RIVAL

JUST AS YOU GET TO your rival's house, he comes running out. He's all worked up about the two of you going to the lake. As you go upstairs, he runs up, grabs something, and takes off. So much for being a BFF.



#### DO I SEE A WII?

IN YOUR HIVEL'S room yes spet a brand new Histories win geme up them. Wonder what he's been playing?



### THE ROUTE, THE ROUTE, THE ROUTE IS ON FIRE

GO DOWNSTAIRS and talk to your rival's mam. She'll let you know that your rival is probably already on his way to Route 201, which is to the north of Twinleaf Town. Don't wait for an invitation, go!



# LAKE VERITY (IST VISIT) GET THE RUNNING SHOES FROM YOUR MOM

AFTER CERTAIN EVENTS have transpired, go back and tell your mom what happened on Route 201. She tells you to go see Professor Rowan and explain to him why you used his Pokemon without his permission. She then gives up the Running Shoes – you remember these from past games – simply press the B Button while moving and you'll zip along!







# AFTER OBTAINING THE POKÉDEX GET THE JOURNAL FROM YOUR MOM

AFTER OBTAINING the Pokedex from Professor Rowan in Sandgem Town, go back and tell your mom. She gets all up in your fa-shizzle, then gives you a Journal which automatically records all the happenings of your adventure.







#### AFTER OGYAINING THE POKÉDEX HOLD A PARCEL FOR YOUR RIVAL

AFTER YOU GET the Journal, your rival's mom comes by and asks you to deliver a package to him - but he's already left for Jubilife City. Head out to Jubilife City to deliver the package.





be full of information as the FC.

and wall posters. Have a habit of
checking out every flacing of sec





# AFTER OBTAINING THE POKEDEX FOLLOW YOUR RIVAL TO JUBILIFE CITY

JUBILIFE CITY is located further north of Sandgem Town. On your way there you will encounter plenty of wild Pokemon and Pokemon Trainers. Make the most of the experience you'll gain, but make sure to talk to your mom first - she'll restore your Pokemon's HP and PP



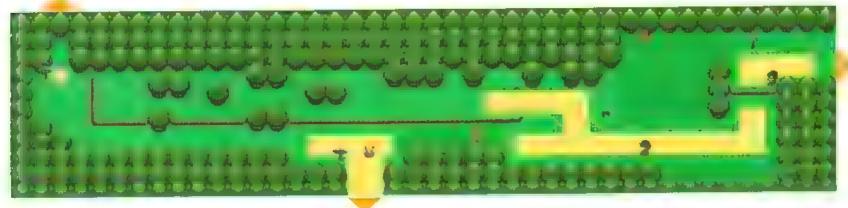
# ROUTE 201, VERITY LAKEFRONT

Route 201 and Verity Lakefront are located along a pleasant woody path in the forest. You can go west on Route 201 to Lake Verity, or you can head east to Sandgem Town. Let's go west and check out the action at Verity Lake.

#### obtainable items



LAKE VERITY . VERITY LAKEFRONT . ROUTE 201



TWINLEAF TOWN











#### HEAD OUT TO VERITY LAKE WITH YOUR RIVAL

YOUR RIVAL is well on his way to capturing his own red Gyarados. Proceed west on Route 201 towards Lake Verity.





## 2 AVOID GRASSY BRUSH

FORGET ABOUT GOING east for now - although you may be tempted, you don't have any Pokémon to battle with. Keep west and stop being so curious!









# AFTER VISITING VERITY LAKE REUNITE WITH PROFESSOR ROWAN AND HIS ASSISTANT

AFTER OFFEATING STARLY at Lake Verity, come back to Route 201. You'll find Professor Rowan and his assistant there waiting for you. The Professor seems a little putoff, and eventually leaves. The assistant suggests you come by the lab later.





# RAISE AND TRAIN YOUR POKEMON

ONCE YOU HAVE your own Pokémon, then you should aggressively seek out wild Pokémon. Step into any grassy brush and start leveling up your Pokémon as much as you can.



#### HEAL, NOW SIT.

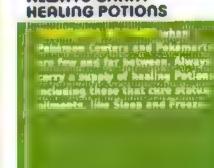
Powers are wounded in pattice and is chose to fainting, bead how made in the Pokerson in your party faint, you lote dome



# AFTER OBTAINING THE RUNNING SHOES TALK TO A SALES PERSON IN THE POKEMART

IN THE GRASSY BRUSH, you'll come across a sales person from the local Pokemart. When you talk to her, she'll hand over a Potion. The Potion will heal up to 20 HP (hit points) of damage. If you need it now, use it!



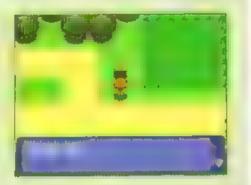


**ALWAYS CARRY** 



# AFTER OBTAINING THE RUNNING SHOES CHECK OUT THE BULLETIN BOARD

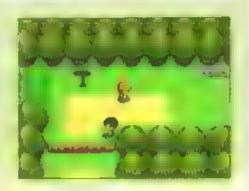
THE BULLETIN BOARDS that you sometimes see on the road are another great source of information. Check them out whenever you find them.





# AFTER OBTAINING THE RUNNING SHOES HEAD TO JUBILIFE CITY

REMEMBER EARLIER that your rival's mom said he was headed to Jubilife City? Jubilife City is located north of Sandgem Town. Make sure to deliver that Parcel you're holding for your Rival. Head east, and when you get to Sandgem Town, head north.





# LAKE VERITY



You've made it to Lake Verity, hoping to find some rare Pokémon with your rival. Instead, you come across Professor Rowan and his assistant — but when you approach Professor Rowan's briefcase, a wild Starly attacks!





#### **MEET PROFESSOR ROWAN AND HIS ASSISTANT**

NEAR VERITY LAKE you'll meet Professor Rowan, an authority on Pokémon, and his assistant. Professor Rowan seems a bit disturbed by some environmental changes that have been taking place around the lake over the years. After some conversation, they take off for Route 201



#### **YOU'VE GOT (FE)MALE**

Character is a gett.

Therein's applicant to a key. Cheese pirt up the main character and the main principle as a supportion and services with the poor way increase your paurities.



PROFESSOR ROWAN left his briefcase in the bush. When you approach it, you get ambushed by a wild Starly. Counterattack it using one Pokemon in the briefcase. Be careful in making this choice since this Pokemon will be given to you by the professor later and will be your very first partner Pokemon.











# GET BACK TO TWINLEAF TOWN

AFTER BATTLING STARLY and defeating it, the assistant reappears to get the Professor's briefcase. She looks concerned about the fact that you used Rowan's Pokémon without his permission. Let's get back to Twinleaf Town for now.





# SANDGEM TOWN



You come to apologize to Professor Rowan for having used his Pokémon without asking him. But surprisingly, the Professor isn't angry at all and will even assign you the task of completing a Pokédex.

ROUTE 202



DETAINABLE ITEMS

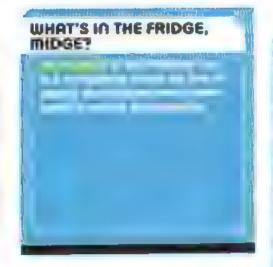
ROUTE 219 (TO PAL PARK)



## VISIT POKÉMON LAB

WHEN YOU REACH Sandgem Town, the Professor's assistant is there waiting for you. She (he) takes you to see Professor Rowan, when suddenly you bump into your rival who has already been there. He tells you the Professor is one crazy geezer, then leaves.







# 2 GET A POKÉMON FROM PROFESSOR ROWAN

YOU'RE KIND OF SURPRISED that the Professor is not upset with you about having used his Pokemon earlier You're even more shocked when he gives you the Pokemon you used at Verity Lake. He says that you've already established a bond with it.







# SET OUT TO UPGRADE YOUR POKÉDEX

PROFESSOR ROWAN has assigned you a very important mission. He gives you a Pokédex and says he wants you to go find all Pokémon living in the Sinnoh region, and record them into the Pokédex. So let's get started!







# STOP BY AT A POKÉMON CENTER

MOST TOWNS HAVE A POKÉMON CENTER, a facility where they heal Pokémon. When you visit a new town, go there first and have your wounded Pokémon healed. You may even gain some useful information from people on the premises











## SIGN YOUR TRAINER CARD

ON THE UPPER floor of Pokémon Center is a Pokémon Wireless Club where you can battle and trade via the Wi-Fi Connection. When you talk to a lady on the far left at the reception, she will let you sign the back of a Trainer Card. Sign using your stylus.





# STOP AND SHOP BEFORE YOU HEAD OUT

AT THE POKÉMART you can purchase lots of items and tools. The numbers of items sold by the merchant on the right will increase as you obtain more Gym badges. The sales person on the left sells the special products that are only available in a particular town.







## **GET BACK TO TWINLEAF TOWN**

AFTER RECEIVING a Pokédex from Professor Rowan, the assistant suggests that you go home to tell your family about the adventure you're about to embark on. Let's take Route 201 back to Twinleaf Town to talk to your mom.





# WHAT ARE THE DIFFERENCES BETWEEN DIAMOND AND PEARL?

Pokémon Diamond and Pokémon Pearl have, for the most part, the same plotline as each other, except for some minor variations such as different species of Pokémon appearing in certain parts of the game. Let's compare these two different versions and see what those differences are.



#### OPENING GRAPHICS

cover, the first images that come up on the loading screen are not the same Pokémon Diamond has a silhouette of Dialga, and Pokémon Pearl has that of Palkia. They both gleam and glow beautifully. Get together with your friends and compare these two nice pieces of art.







#### SPECIES OF WILD POKEMON

THERE ARE SOME parts in the game in which different wild Pokemon species appear in each version.

Let's look at a grassy bush on Route 209. In Pokemon Diamond you encounter Mime Jr., as opposed to Bonsly in Pokemon Pearl version. There are some species that appear only in one version of the two.







#### LETTERS ON THE POKÉMON STATUE IN ETERNA CITY

IN ETERNA CITY, you marvel at the gigantic statue of a Legendary Pokémon that it is said to have created the world in ancient times. The letters engraved on the pedestal on the statue are different between the two versions. In Pokémon Diamond, they are about Dialga -who ruled time - and in Pokémon Pearl, they are about Palkia - who ruled space.







#### POKÉMON THAT APPEAR AT SPEAR PILLAR

AT THE CLIMAX of the story, Cyrus, the boss of Team Galactic, resurrects a Pokémon from the ancient myth in order to accomplish his evil ambition. In Pokémon Diamond, he resurrects Dialga, as opposed to Palkia, that is brought back to life in Pokémon Pearl.







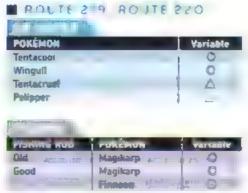
# **ROUTE 219,** 220, AND 221 Just below Sandgem Town there is a white sand a beautiful ocean. Beyond the ocean there is Pal meeting new Pokémon. You will need HM03 Surf

Just below Sandgem Town there is a white sand beach that leads to a beautiful ocean. Beyond the ocean there is Pal Park where you will be meeting new Pokémon. You will need HM03 Surf in order to reach it.







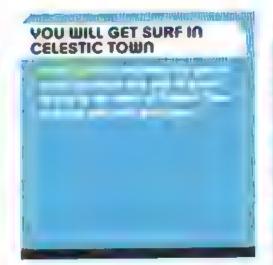




# YOU NEED TO SURF TO GO ACROSS THE OCEAN

GO SOUTH of Sandgem Town and you'll eventually come to a beach - but you'll need HM03 Surf to proceed on water. You will gain it after a Gym battle in Hearthome City. Battle first and come back here after.

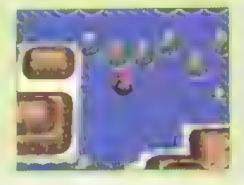






#### AFTER WINNING HEARTHOME CITY GYM BATTLE SURF'S UP, DUDE!

DNCE YOU'VE obtained HM03 Surf by winning the Gym battle in Hearthome City, visit Sandgem Town and go east on the ocean. You'll encounter a lot of Pokemon Trainers on the way, so be prepared - stock up on items and make sure you have leveled up your Pokémon.







#### AFTER WINNING HEARTHOME CITY GYM BATTLE COLLECT ITEMS BY SHOWING POKEMON TO DIFFERENT PEOPLE

WHEN YOU TALK to the old man in the house on Route 221, he'll give you a number. Put a Pokémon whose level matches this number in the front of your party and show it to him. He'll give you a Black Belt Item. Do it twice more and receive the Expert Belt and Focus Sash as your rewards.







#### AFTER WINNING HEARTHOME CITY GYM BATTLE PAL PARK IS IN PREPARATION

WHEN YOU REACH Pal Park, you see two working men. When you talk to them, they'll tell you that Pal Park is still under construction. Come back here after conquering the Pokemon League and you'll earn the National Pokédex.



#### USE FLY TO RETURN



# ROUTE 202



You should be on your way to Jubilife City to deliver the Parcel to your rival. On your way there, you'll see Rowan's assistant, who's been waiting to show you how to catch Pokémon.

□ Poke Ball #5 □ Potion



SANDGEM TOWN

POKÉMON	M	Ð	H
Shinx	5	5	. 4
B doof	1	1,	1
Starty	[ 0	0	0
Kricketot		- 1	





Kricketot

Bug

Abilities

Shed Skin



## LEARN HOW TO CATCH POKÉMON

ENTER A GRASSY field on Route 202 and you'll find Rowan's assistant waiting for you. He/she says they will teach you how to catch Pokemon. Watch the assistant closely and learn how to reduce a Pokemon's HP and capture it.

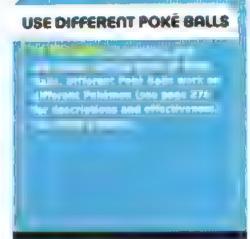




### LET'S CAPTURE WILD POKÉMON

THE ASSISTANT GIVES you 5 Poké Balls. Use them to capture Pokémon living in the grassy bush along this route, and increase your travel companions. On Route 202 you will encounter four kinds of Pokemon in total, including Shinx and Bidoof.







# BATTLE OTHER POKÉMON TRAINERS

YOU'LL COME ACROSS other Pokemon Trainers on the road. The minute they make eye contact with you, they'll come after you. These battles are good opportunities to level up your Pokemon, so try not to flee. Also, winning Trainer battles will reward you with money to purchase items.





#### **HEAD TO JUBILIFE CITY**

YOUR DESTINATION, Jubilife City, is north of Route 202. If your Pokémon are hurt, have a condition status, or are low on HP, go back to Sandgem Town and cure them at a Pokémon Center, or give them Potion from your supplies





# JUBILIFE CITY

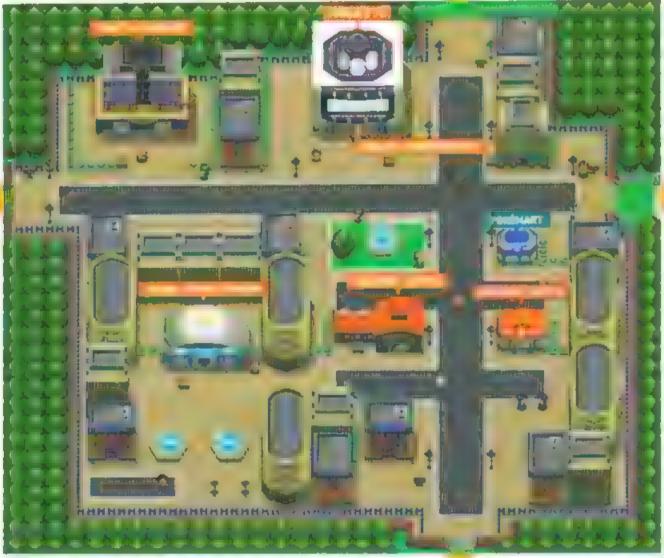


ROUTE 203

Jubilife City is a big city that includes buildings like Jubilife TV and the Global Trade Station. Deliver the Parcel to your rival before you start sight-seeing!

> ROUTE 204 (TO FLORROMA TOWN)

TO CANALAVE CITV)



ROUTE 202

#### OBTAINABLE ITEMS

ON YOUR FIRST VISIT TM10 Hidden Power

Coupon 2 □ Coupon 1 Coupen 3 Pokétch

Quick Claw ☐ Old Rod

AFTER WINNING OREBURGH

☐ Fashion Case

☐ Pokétch application

One of the following Turtwig Mask Chimchar Mask or Piptup Mask

☐ Pokétch application Memo paper

Powetch application Connection Searcher

# AFTER WINNING SNOWPOINT

Poketch application Move Effectiveness Check

-	
Air Mail	į 50
Heat Ball	300

Prizes	Matching numbers	Acceseries
Grand Prize	5	Master Ball
1st Prize	4	Max Revive
2nd Prize	3	Exp Share
3rd Prize	2	PP Up
4th Prize	1	Accessory Backgound



## GET THE TOWN MAP FROM YOUR RIVAL

YOUR RIVAL WAS STUDYING about Pokémon at the Trainers' School You give him the Parcel - which turned out to be Town Maps. There were two of them so he let you keep one







# USE TMS ON YOUR POKÉMON

AFTER WINNING BATTLES at the Trainer's School you'll earn TM10 Hidden Power TMs are valuable tools teach moves to your Pokémon. Get as many as you can and teach them new moves – you never know when they will come in handy!







## CAN'T ENTER GTS UNTIL YOU EARN A GYM BADGE

THE GLOBAL TRADE STATION (GTS) is located west of the Trainers' School. On your first visit to Jubilife City, though, you can't enter - you need to go to Oreburgh City first and earn a Gym badge





# CLOWN AROUND FOR A POKÉTCH

YOU SEE A MAN near the Trainers' School that is advertising a Poketch. He tells you to find three clowns in town, answer their quizzes, and come back with three coupons – after which he'll give you a Poketch. Where are the clowns? Send in the clowns. They're already here.









POKETCH (G)RL1



#### **GET THE OLD ROD FROM A FISHERMAN**

WHEN YOU ENTER a gate that leads to Route 218, you'll meet a fisherman. Speak to him and he'll give you the Old Rod. This comes handy when you want to capture sea-faring Pokemon living in oceans, streams, and lakes.



#### KEEPING IT REEL!

minich indicates that you've magget a Palaimen. Respond quickly by youteing the A butter by violet it is



## **GET IN THE MIX**

BY SPEAKING to a person near a fountain you can form a group or join other groups to mix records. This creates lots of zany situations – like broadcasting your friend's records on TV in the game! (see p. 244)





058

# 7

## **EQUIP YOUR POKÉMON WITH NEW ITEMS**

SPEAK TO A WOMAN on 1 FL of the Jubilife
Condominiums and she'll give you the Quick Claw - a
useful item that lets your Pokémon attack first in battle.
Equip this item on the Pokémon you use most frequently
in battles.



#### ITEMS TO EQUIP

reactly from. For instance, Luck



# HEAD TO A POKÉMON GYM IN OREBURGH CITY

ONCE YOU'VE GONE through town, head over to Oreburgh City where they have a Pokemon Gym. It's located in the east, right past Route 203. Stop by the Pokemart before you leave and stock up on items to prepare yourself for upcoming battles.





#### AFTER WINNING OREBURGH CITY GYM BATTLE TRADE YOUR POKEMON

UPON YOUR VICTORY at Oreburgh City Gym, you've earned one Gym badge and also access to GTS (Global Trading Station). GTS is a facility where you can trade with people across the country using Nintendo's Wi-Fi Connection. (see p.240)



#### LET YOUR POKEMON DELIVER MESSAGES

ettach them to your Polemus
(as field forms), You can write a
message on the mail and when you
trade with your friends they can
mend your messages.



#### AFTER WINNING OREBURGH CITY GYM BATTLE COLLECT AS MANY POKETCH APPLICATIONS AS YOU CAN!

AT POKETCH COMPANY, a company that manufactures Pokétch, they're constantly developing new devices that add more features to your Poketch. Come back to the Poketch Company after obtaining one, three, five, and seven Gym badges. They'll have new functions ready for your Poketch.



#### READ THE MANUAL

they have a Pt that provides you may have a Pt that provides you may be approximately manual fever powers, being introduce now should applications. If you commercial functions you don't manual to may the Pt will belo you



#### AFTER WINNING OREBURGH CITY GYM BATTLE **BATTLE AGAINST TEAM GALACTIC**

NEAR THE JUBILIFE Condominiums, you'll see Team Galactic grunts muscling Professor Rowan for his cooperation. Punish them! This is going to be a double battle in which you and Rowan's assistant fight as a team. Two heads are definitely better than one - work together and defeat Team Galactic!



#### NUMBERS

attery at a reception on the Brainage of the Jubilife leavesies which was been presented as the Brainage of the daily drawn member astrone your Polemon ID number on your Trainage Lard, you get a prist, thech out your chances work day



#### AFTER WINNING OREBURGH CITY GVM BATTLE TAKE A PHOTO OF YOUR POKEMON AT JUBILIFE TY

WHEN YOU DEFEAT the Team Galactic grunts, an employee of Jubilife TV comes by and gives you a Fashion Case. Now you can take a photo of your primped and preened Pokémon on the 2 FL of the Jubilife TV building. They'll even frame the picture and put it up on the wall for you.

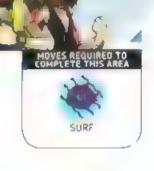


#### PICTURE PERFECT

records, pictures of real friends. Polymen will also be exhibited on the second floor of the Jubility They display up to 18 pictures at a time.

# ROUTE 203

Route 203 is a passage way to your next destination, Oreburgh City. On your way there, your rival will challenge you. His Pokémon have grown exponentially - don't underestimate him.





OREBURGH GATE

## OBTAINABLE ITEMS

FRASE			
POKÉMON	M	D	N
Starty Jane - Children Labor to	1.0.1	- O	-0
Shima	0	0	
Bidoof	(		0
Abra			
Kricketet	0	- 83	2
Zubat	53	23	

POKÉMON		VARIABLE
Psyduck	and H. I. March	0
Golduck	- A PROPERTY	C
EIGNINE		
FISHING PAD	POKÉMON	VADIANIE
	POKÉMON	VARIABLE
FISHING ROD Old Good	POKÉMON Magikarp Magikarp	VARIABLE



## BATTLE YOUR RIVAL 1

When you enter Route 203, your rival will find you - and then it's on!

#### IF YOUR STARTER WAS TURTWIG: **YOUR RIVAL WILL CHOOSE:**

POKÉMON	LEVEL	TYPE
Starly C	Ly7	Normal Flying
Chimchar of	LV9	Fre
		-
		1

#### IF YOUR STARTER WAS CHIMCHAR: **YOUR RIVAL WILL CHOOSE:**

فاستحما	
LV7	Normal-Flying
LV9	Water
	6 3
	150

#### IF YOUR STARTER WAS PIPLUP: HOUR BIVOL HILL CHOOSE.

POKÉMON	LEVEL	TYPE	
Starty of	, Lv7	Normal	Foring
Turtwig of	Lv9	Grass	
			, "
	-		







So, you now know you can trade Pokémon with your friends, family, co-workers, and other Pokémon fans from across the country using

Nintendo's DS Wireless Connection or Nintendo Wi-Fi Connection. But did you know you can also trade with other characters in the game as well?

# RARE POKÉMON

IN THE COURSE of your journey you'll meet people who'll want to trade Pokémon with you. When they offer you a trade, do what you can to complete the trade – not only is it beneficial to you, but it helps you practice for trading with other Pokémon players. You may be able to obtain rare Pokémon like Abra or Haunter – and trading will also bring you closer to completing the Pokédex



# TRADES YOU CAN COMPLETE BEFORE THE HALL OF FAME



#### A WOMAN IN OREBURGH CITY

ABRA APPEARS on Route 203 or 215, but they are very elusive. If you find it difficult to capture, you can resort to trading with the woman in Oreburgh City. She'll want Machop in return, which you can find abundantly on Route 207. It also appears on Route 208.



SHE'LL GIVE YOU: ABRA HOLD ITEM: ORAN BERRY



YOU'LL GIVE HER- MACHOP FOUND AT: ROUTE 207



#### A BOY IN ETERNA CITY

CHATOT CAN BE FOUND on Route 222, but it only comes out in the morning and during the day. If you're a night person you won't see it much at all. The boy will want Buizel and you can catch it on Route 205.



HE'LL GIVE YOU: CHATOT HOLD ITEM: LEPPA BERRY



YOU'LL GIVE HIM, BUIZEL FOUND AT ROUTE 205

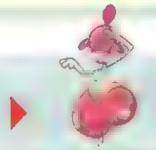


# A WOMAN IN SNOWPOINT CITY

A WILD HAUNTER won't come into the picture until you obtain a National Pokedex. You can also raise your Gastly to Lv25 but it is time-consuming. It's easier to get it from the woman in Snowpoint City. She'll want Medicham, which you can find on Route 217 or Victory Road.



SHE'LL GIVE YOU, HAUNTER HOLD ITEM: EVERSTONE



YOU'LL GIVE HER, MEDICHAM FOUND AT- ROUTE 217, VICTORY ROAD



# OREBURGH GATE

Oreburgh Gate is a cave inside a mountain located on the west side of Oreburgh City. You can only pass through it on your first visit, but you'll be able to proceed to the back of the lower level once you learn some new moves.

#### OBTAINABLE ITEMS

COLYCLIA FURST MART

FER WINNING OREBURGIA Y GYM BATTLE

☐ TM70 Flash ☐ Stardust

AFTER OBTAINING BICYCLE

☐ Earth Plate ☐ TM01 Focus Punch (TO JUBILIFE CITY)



OREGURGH CITY

ROCK SMASH

STRENGTH



POKÉMON	M	0	H
Geodude	10	U	2.7
Zubat			

Psyduck

POKÉMON	VARIABLE
Zuhat	
Psyduck	0
Golbat	Δ .
Gordack	

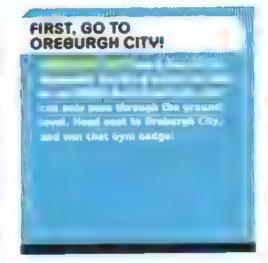
FISHING ROD	POKÉMON	VARIABLE
Old	- Magikarp	. 0
Good	Magiliurp	0
	Bachnach	-



## ROCK ON!

UPON ENTERING a cave you'll find a hiker - when he sees your Poketch, he'll give you HM06 Rock Smash. In order for you to use Rock Smash, you'll need to win a Gym battle in Oreburgh City and earn the Coal Badge.

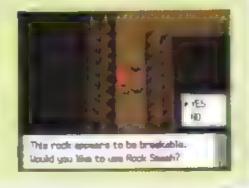






# AFTER WINNING OREGURGH CITY GYM BATTLE USE ROCK SMASH AT BACK OF CAVE

AFTER YOU WIN at Oreburgh City Gym, you'll be able to use HM06 Rock Smash. Use it to bust up the rocks to the lower level of the cave, and search out TM70 Flash. Flash is an invaluable move that will give you light in very dark places.





# AFTER WINNING OREOURGH CITY GYM BATTLE JUMP OVER A JUMP STAND ON BICYCLE

COME BACK to the cave again after obtaining the Bicycle in Eterna City - you'll be able to jump over a bike ramp and go further towards the back of the Basement Level. When you jump over the stand, you find TM31 Brick Break.





# AFTER WINNING OREBURGH CITY GYM BATTLE GO DEEPER INTO THE BACK OF THE CAVE USING STRENGTH

AFTER YOU WIN at Canalave City Gym, you'll be able to use the HM04 Strength. Using Strength, you can go even farther in this cave and obtain the Earth Plate and TM01 Focus Punch.





Telement of Grand-type mayer



# OREBURGH CITY



Oreburgh City is a vigorous coal-mine town that is blessed with beautiful nature. There is a museum that exhibits materials related to coal mining. You came here to challenge the Gym Leader, Roark, but he is nowhere to be found...

ROUTE 207



#### OBTAINABLE ITEMS

ON VALID CIDCT VICIT

☐ Pai Pad ☐ Dusk Ball
☐ Great Ball ☐ Super Potion

WHEN YOU SHOW ZUBAT TO A

Hea. Rad

Coal Badge TM76 Stealth Rock

Turne Ma 50 Heat Ball 700 OREGURGH MINE



#### WHERE IS THE GYM LEADER, ROARK?

YOU SEE YOUR RIVAL in front of the Oreburgh Gym. He says that he's already won his battle and gained a badge. He also says that the Gym Leader, Roark, is currently at Oreburgh Mine, and not at the Gym. After you acquaint yourself with the town, go to the mine.



# 2

# 2 WI-FI CLUB IN THE POKÉMON CENTER OPENS

YOU VISIT a Pokemon Center to find that Pokemon Wi-Fi Club in the basement has been opened. Enter the club and a guide named Teala will give you the Pal Pad. With this, you'll be able to enjoy trading or battling with friends from all over (see p. 240).

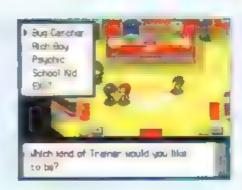






## PICK YOUR APPEARANCE FOR CONNECTION

TALK TO THE 80Y on 1 FL of the Pokemon Center, and he'll ask you who your favorite Trainer is. You'll be represented by the look of the Trainer you choose when in the Union Room, Choose wisely!





### ABRA TRADE-DABRA

WHEN YOU TALK to a woman in the condominium, she'll offer you a Pokémon trade. She says she'll give you Abra if you give her a Machop in exchange. Abra are hard to catch - you my want to take her up on this trade.







#### **ZUBAT-TER UP!**

SPEAK TO A MAN on 2 FL of the condominium, and he'll ask you to show him a Zubat. When you get a Zubat, put it in front of your party and talk to him again. He'll thank you and give you a Heal Ball.

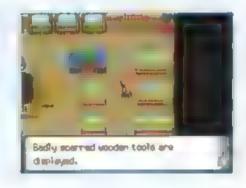






### GO VISIT THE MUSEUM

AT THE OREBURGH MINING MUSEUM, there is an exhibition of various items concerning the Oreburgh Mine. Admission is free so visit and see as much as you can. Also, if you dig out a Pokémon fossil in an Underground Pass, they'll restore it here for you.





Section 1

# 3

### GO TO OREBURGH MINE TO SEE ROARK

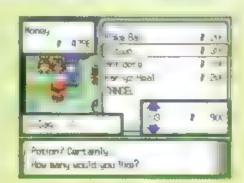
ACCORDING TO YOUR RIVAL, the Gym Leader, Roark, is at Oreburgh Mine, south of Oreburgh City. You want to challenge him. Let's go to Oreburgh Mine to find him.





# AFTER VISITING OREGURGH MINE PREPARE FOR A BATTLE

WHEN YOU SEE ROARK in Oreburgh Mine, you can finally participate in the Oreburgh City Gym battle. There are some tough customers in the Gym - make sure you stop by at the Pokémart to get supplies.





### GVM CATTLE

# ROARK OREQUEGH GYM LEADER POKÉMON TYPE: RECOMMENDED TYPES:

WELCOME TO OREBURGH CITY GYM – where you'll experience your first Gym battle! Inside the Gym, go up the stairs and face off against Roark who's waiting for you in the back. There are two other Pokémon Trainers in your way. Roark uses Rock-type Pokémon – you can make it an easy victory if you use either Water–, Grass–, Fighting–, or Ground-type moves. When you win, the Coal Badge and TM76 Stealth Rock are yours.

#### PARTY POKÉMON

POKÉMON	LEVEL	TYPE
Geodude 3	Lv22	Rock Ground
Onra -	Lv12	Rock-Ground
Transdos 7	1v14	Rock



Allows you to use HMO6 Rock Smash in the field





# AFTER WINNING OREOURGH CITY GYM BATTLE GO BACK TO JUBILIFE CITY

YOUR NEXT GYM BADGE BATTLE is in Eterna City, but you can't pass through Route 207 without the Bicycle. Do as your rival suggests and go back to Jubilife City and head back out to Eterna City via Floaroma Town.





# AFTER OBTAINING THE EXPLORER KIT HAVE YOUR FOSSIL RESTORED

WHEN YOU TALK TO UNDERGROUND MAN in Eterna City, he'll give you an Explorer Kit (see p.91). With the Explorer Kit, you can go underground in the Sinnoh region and dig for fossils of Pokémon in the walls. If you do find a fossil or two, go to the museum and have them restored



#### USE FLY TO RETURN

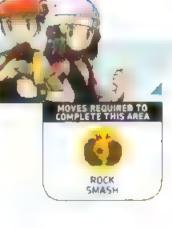
HOUTE be able to go back there after harming the flational Polocian but harming the flational Polocian but harming HME2 Phy. This melos is much haster and mare convenient because how no temper have to sail acrees



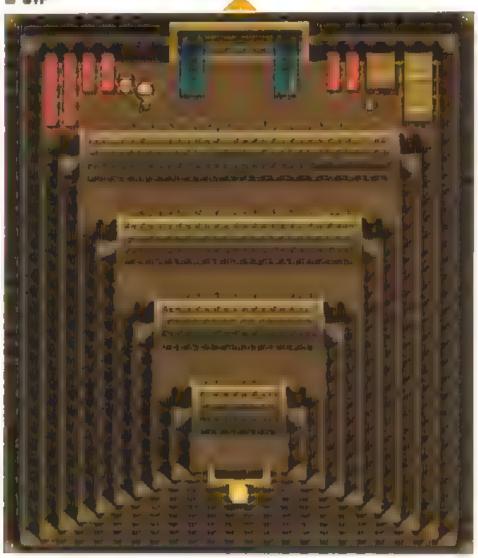
# OREBURGH MINE

OREBURGH CITY

Oreburgh Mine is a cave in which lies a vast coal reserve. Coal miners are hard at work here, and are even enlisting the help of Machop. Go inside and proceed towards the back of the cave to find the Gym Leader of Oreburgh City Gym.







#### **OBTAINABLE ITEMS**

THE HOUR FIRST W	
☐X Defend	Potton
☐ Escape Rope	

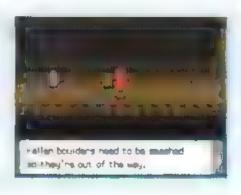
#### ■ 81F - 82F

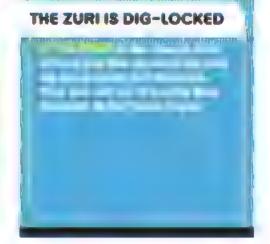
IN CAVE			
Policeton	M	D	H
Geodude	1 4	į ÷	Û
Zubat			
, Onix	1 C	. 0	0.



# FIND THE GYM LEADER, ROARK

THE GYM LEADER. Roark is in front of a huge coal rock in the second sub-level of Oreburgh Mine. Speak to him and he'll tell you how to use HMO6 Rock Smash - after which, he promptly will head back to his Gym. Go to Dreburgh City Gym and face him!!













# 2 CAPTURE ZUBAT IN THE COAL MINE

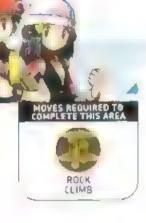
OREBURGH MINE is inhabited by wild Zubat. These are the same Zubat that the man in Oreburgh City was asking about. Capture at least one and take it back to him – that Heal Ball he has as a reward is pretty sweet!





# ROUTE 207

Route 207 is a road that leads to a rocky mountain called Mt. Coronet. You'll need to have a Bicycle to climb up sandy slopes in this area. First, head to Eterna City to get the Bicycle.





OREBURGH CITY

### OBTAINABLE ITEMS

ACT RESIDEN	
☐ Battle Searcher	A Pokétch application
☐ Oran Berry x2	Itemfinder
☐ Bluk Berry	☐ Cheri Berry
① Orre Hit	Poke Bad
Super Potron	

	AFTER WI	HANDE WALLAND	PARTY AND PROPERTY.
			DEVICUIN
	THE RESERVE AND ADDRESS.		
	BINASIN		
•			

AFTER WINNING SNOWPOINT	
TITY CAM BATTI B	
THE STATE OF THE S	
📮 शिक्षंत	

POKÉMON	М	H
Geodude	1 3	 3
Масчор	1 ,74	
Kricketot	0	0
Zubat		Ü







### CATCH NOW - TRADE LATER

ON YOUR FIRST VISIT through Route 207, you won't be able to proceed without the Bicycle. But you may want to hang around the grassy brush for a while and capture a wild Machop. There's a woman in Oreburgh City who will trade you an Abra for your Machop.

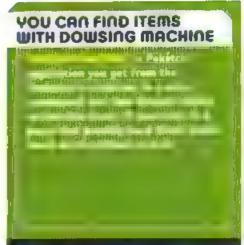




#### AFTER OBTAINING THE BICYCLE ROWAN'S ASSISTANT GIVES UP THE GOODS

COMING FROM ROUTE 206, you'll bump into Rowan's assistant. The assistant will give you an item called a Vs. Seeker and a Pokétch application called an Dowsing Machine. The assistant will first tease you by asking which one you'll choose, but don't get your Poké Balls in a bunch you'll get both!







071



#### AFTER OBTAINING THE BICYCLE PRACTICE SLOPE SLAMMING

WITH THE BICYCLE, you'll be able to climb hills of shifting sand. In order to run on the loose, sandy surfaces of certain slopes (say that five times really fast), you need to shift your bike to fourth gear and give it a running start. Get in lots of practice here.





#### AFTER OBTAINING THE BICYCLE PROCEED TOWARDS MT. CORONET

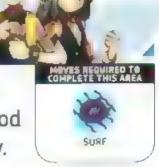
HEAD EAST ON ROUTE 207 and you'll eventually reach Mt. Coronet, You haven't had a break since you left Eterna City so rest up at a Pokémon Center before you enter Mt. Coronet.





# ROUTE 218

Route 218 is a short passage, but a good fishing spot that is very popular among fishermen. If you've obtained a Fishing Rod, you'll have a "reel" good time here. Once you've learned HM03 Surf, you can head to Canalave City.





## OBTAINABLE ITEMS

### AFTER WINNING HEARTHOME

☐ Rare Candy ☐ Rawst Berry ☐ Honey
☐ Persim Berry
☐ Pinap Berry x 2

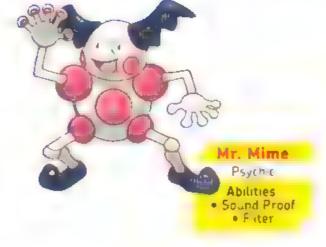
☐ Flgy Berry

POKÉMON	H	0	N
Floatzel	. 0	. 0	1 12
She os			
Gastrodon		0	0
Mr Mirrie #			
Glamenw e	0	0	0
Venguil			~

VARIABLE
0
0

FISHING ROD	POKÉMON	VARIABLE
014	Magikarp	0
Good	Magikarp	0
7	Firmeon	T 0







## FISHING FOR DUMMIES

TRY AND ENJOY fishing here using the Old Rod that you've received at the gate outside of Jubilife City. You can only catch Magikarp with this ragged rod, but it's good enough for practicing.



#### IN ROD WE TRUST

to which Planing Red you see. IPICs

The Unit West you can may calc!

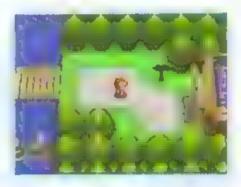
September Just Willy a Fred Red, you

tan catch Pointman like Planing.



### **NEXT STOP-FLOAROMA TOWN**

YOUR RIVAL is already on his way to the next Gym, so hurry! First head to Floaroma Town, north of Jubilife City. If you have the Coal Badge (which you won by defeating Roark at the Oreburgh City Gym) you can use HMO6 Rock Smash and pass through the Ravaged Path.



## AFTER WINNING HEARTHOME CITY GYM BATTLE HEAD TO CANALAYE CITY USING HMO3 SURF

PROCEED WEST on the ocean using HM03 Surf until the gate that leads to Canalave City comes into view Canalave City is a port town that houses the Canalave Library and a harbor. Go to the Library and read a book concerning Cynthia's recommendations.





## AFTER WINNING HEARTHOME CITY GYM BATTLE HAVE YOUR POKEDEX UPGRADED WITH NEW FUNCTIONS

WHEN YOU ENTER a gate that connects to Canalave City, Professor Rowan's assistant approaches you. Looks like the assistant was waiting to upgrade your Pokedex. After the upgrade, you'll be able to switch back and forth to see both genders for your Pokemon.



## THE BIRDS AND THE

Toledat, you rate enters between many and remain persons by cheening Repearance on the hottern screen. For enample, in the rate of Figures, their leaver first tree different in street







# ROUTE 204, RAVAGED PATH

Route 204 is a road of natural beauty that is lined with ponds and trees. In the middle of this unsurpassed vista is the Ravaged Path, a cave thruway that has been hollowed out over the years. You'll need a HM06 Rock Smash to pass through it.

### OBTAINABLE ITEMS

CALL PROPERTY AND THE PARTY IN	
☐ Parlyz Heal	Antidote
☐ TM39 Rock Tomb	Awakening
TM09 Bullet Seed	
TM78 Captivate	
	-
□ HP Up	□ Sea Incense
Thuck Incomes	TI TMOR Water Pulse

### ROUTE 204

FLOAROMA TOWN



### JUBILIFE CITY

### RAVAGED PATH



### RAYAGED PATH

POKÉMBN		H	D	N
Zubat		Ų.	·	1 4
Geodude				
Psyduck.	- 1-	4	I A	1 4

POKÉMON	VARIABLE
Zubat	0
Psyduck	O.
Golbat	
Golduck	_

FISHING ROD	POKÉMON	VARIABLE
014	Mugikarp	0
Good	Magikarp	0
THE PROPERTY OF STREET	Barboach	0 1



POKÉMON	VARIABLE
Psyduck , - many and area.	Q
Golduck	0

FISHING ROD	POKÉMON	VARIABLE
Old	Magitarp	0
Good	Magikarp	0
1462250-1-11	Goldeen	

### ENTER THE RAVAGED PATH THROUGH THE CAVE

IN ORDER TO REACH Floaroma Town, you'll have to pass through the Ravaged Path that's smack dab in the middle of Route 204. You can enter it through a cave in the mountainside. Since you'll need HM06 Rock Smash to proceed, make sure one of your Pokémon has learned it.





### PROCEED USING ROCK SMASH

ENTER RAVAGED PATH and head east then you will come out on the top of the eminence. However, there are many boulders blocking your way. Get rid of those obstacles using HM06 Rock Smash and keep going.





picific, pass 2003 Surf (and the shifting in one is) to fully unders the origin case, life the Heartherne City Sym buttle, then get the Relic Bedge and cross Section





### CHALLENGE TWO TRAINERS IN A DOUBLE BATTLE

WHEN YOU COME OUT of Ravaged Path you'll face twin Pokémon Trainers who were there waiting for you. This is your very first Double Battle in which you use two Pokémon at the same time. Remember that in a Double Battle, the first two Pokémon in your party will enter.



#### 075



## AFTER WINNING ETERNA CITY GYM BATTLE COLLECT ITEMS USING CUT

WHEN YOU WIN the Eterna City Gym Battle and get the Forest Badge, you'll be able to use HM01 Cut to chop trees. Cut down trees on Route 204 and collect items that were previously unavailable to you.



#### DOUBLE YOUR EARNINGS WITH LUCK INCENSE!

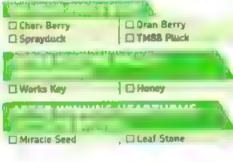
men complete your prize money when complete on a Paneman that ought in the fattle. Use it in really rack up the rash

# FLOAROMA TOWN



Floaroma Town is filled with the sweet scent of beautiful blossoming flowers. Here you'll find Floaroma Meadow, and a flower shop operated by huge fans of the flora. The entrance of the meadow north of town is blocked by Team Galactic.

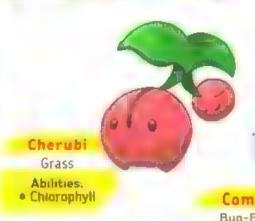
### OSTAINABLE ITEMS





### FLOAROMA TOWN

FUEGO IRONWORKS





Bug-Flying

Honey Gather





ROUTE 204 (TO JUBILIFE CITY)

ROUTE 205



### DO YOUR BERRY BEST

AT THE FLOWER SHOP, you can get berries that will grow in soft soil. Berries are useful items you can use or equip on Pokémon. Also, you can use them to make a new Pokémon food called Poffin.





## **PLANT AHEAD**

YOU CAN BURY your berries in a soft soil and grow them. That increases the number of your berries. If you have only one of them, don't use it until you reproduce it.





### TRADE FOR BERRY NICE ACCESSORIES

AT THE FLOWER SHOP, you can trade your berries for accessories which you can use to decorate your Pokemon for the photo shoot at the Jubilife TV station in Jubilife City (see p.59), or at the Pokemon Super Contest in Hearthome City (see p.113)





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н	57	- 4						-		CMIN

ACCESORIES	REQUIRED BERRIES AND THE AMOUNT
Red Flawer	Razz Berry x10
Pink Fower	Bluk Berry x10
White Flower	Nanab Berry x10
Bille Flower	Corpn Berry x30
Orange Flower	Magost Berry x15
Ye ow Fower	Rabuta Berry x15
Googly Specs	Nomel Berry x20
B ack Specs	Wepear Berry x20
Gargeous Specs	Pinap Berry x40
Sweet Candy	Nanah Berry x30
Eanfetti.	Razz Berry x30

## Accesories Required Berries and the Am

ACCECODIEC	PERMITS PERMITS AND THE AMOUNT
ACCESORIES	REQUIRED BERRIES AND THE AMOUNT
Colored Parasol	Magost Berry #30
0 d umbre ia	Paretre Berry x50
Spotlight	Nomel Berry x80
Cape	Comn Berry x250
Standing Mile	Bluk Berry x80
Surfboard	Webear Berry x160
Carpet	Speton Berry x100
Retro Pipe	Pamtre Berry x120
Fluffy Bed	Watme! Berry x150
Micror Bai	Durin Berry x250
Photo Board	Belue Berry x200







## **WATER, WATER EVERYWHERE**

SPEAK TO A WOMAN in the flower shop and she will give you a Sprayduck, which is a bottle to water berries you've planted Always try to plant berries so you'll have a good supply when needed.







## TEAM GALACTIC FOR THE BLOCK, TOM

THERE IS AN ENTRANCE to Floaroma Meadow in the north of town but grunts from Team Galactic are blocking the way and you can't enter the meadow. What are they doing in a flower meadow, anyway?







## **GET BACK TO TWINLEAF TOWN**

YOUR RIVAL IS HEADED to Eterna City, off of Route 205 and the Eterna Forest. Proceed to Route 205 from the east end of town and go on to Eterna City.





#### AFTER VISITING VALLEY WINDWORKS **OBTAIN A WORKS KEY**

WHEN YOU ENTER Floaroma Meadow, you'll see Team Galactic threatening an old man, and attempting to steal Honey from him. Take care of Team Galactic and help the old man. As they take off, they drop the Works Key.



Burmy

(Trash Cloak)

Bug

Abilities:

Shed Skin



#### AFTER WINDING VALLEY WINDWORKS BUY HOREY FROM THE OLD MAN

AFTER YOU CHASED Team Galactic away, you can buy Honey from the old man in the meadow. Honey is a very important item that lures Pokemon. This will contribute greatly to a more completed Pokedex Spend lots of money on Honey - it will pay for itself.







### AFTER WINNING VALLEY WINDWORKS LURE POKÉMON WITH HONEY

YOU CAN LURE various Pokemon by putting Honey on Honey Trees. Once you put it on the tree, come back to check on it in half a day.







### AFTER WINNING HEARTHOME CITY GYM BATTLE **WALK AROUND THE MEADOW AND COLLECT ITEMS**

ONCE YOU'VE LEARNED SURF, head west of Fuego Ironworks and enter Floaroma Town. You will now be able to cover every single part of Floaroma Meadow. Pick up all the items you can find and keep them for later use.



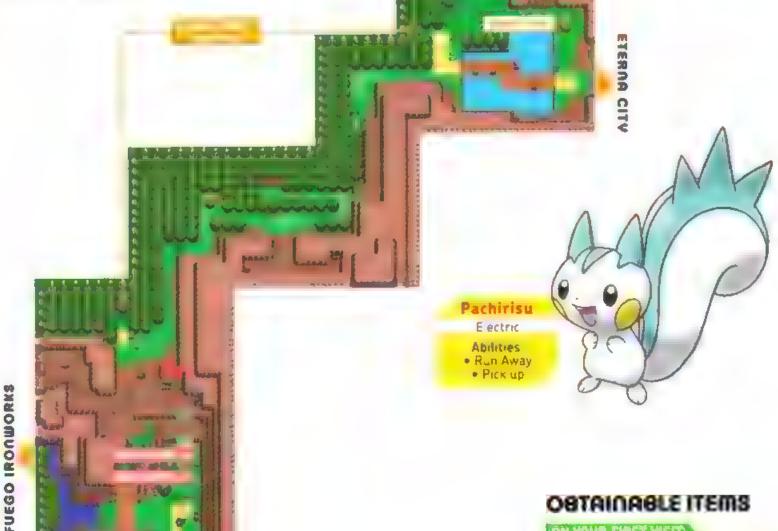


# ROUTE 205, FUEGO IRONWORKS

VALLEY WINDWORKS

Route 205 is on an winding piece of land that has a river running through it. In the east is the Valley Windworks, in the west Fuego Ironworks, and ROUTE 205 up north lies the Eterna Forest.





### OBTAINABLE ITEMS

#### Chesto Berry ☐ Pecha Barry FTER VISITING VALLEY ☐ Repel X Attack Pecha Berry Super Potion Oran Berry 🗆 Polož Ball ☐ Pecha Berry Cheri Berry Cl Oran Berry x2 ☐ Potion ☐ Sitrus Berry ☐ Wepear Berry x4 Burn Heal ☐ Ketpsy Berry ☐ Fire Stone x2 ☐ TM35 Flamethrower ☐ Rock Incense



FLOAROMA TOWN



FLOAROMA TOWN (TO FLOAROMA MEADOW)

## FUEGO IRONWORKS (OUTSIDE)

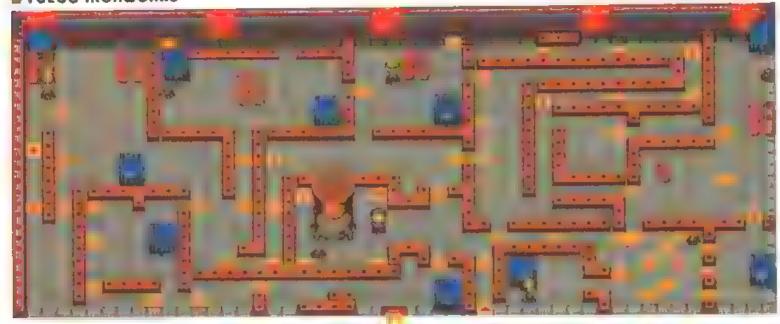
ROUTE 205

IN GRASS			
POKÉMON	H		N
Floatzel			
She os		1	
, Shink	C	-C	V
Lux 0			
Winguil	0	U	
Gastrodon		_	
Pacturing	10	0	

PONEARIN	VARIABLE
Tentacpol	, 0
Wingut	
Tentacruel	-3
Pelipper	

POKÉMON	VARIABLI
Magikarp	1 10
Мадікагр	9

### FUEGO IRONWORKS



## ROUTE 205 (ETERNA CITY SIDE)

IN GRASS			
PORÉMAN	- 1		
Burzel	. 0	. W	15
B. doof	0	0	C
Shellos	1 0	0	0
Pr. I.			

ON WATER	
POKÉMON	VARIABLE
Psyduck	1 0
Gotdark	

FISHING		
FISHING ROD	POKEMON	VARIABLE
014	Magikarp	0.3
Good	Magkarp	
	Barboach	0

## ROUTE 205 (FLOAROMA SIDE)

IN GRASS			
PRODUCTOR	H		H
Burzel	1 0	- U	
8:daof		-	
Shellas	0	0	1
Pachorsu	1 0		

POKÉMON	VARIABLE
Tentacoo)	Ó
Winguit	2
Tentacruel	1
Pelipper	

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	, 3
Good	Mag karp	=



081





### HELP A FATHER OUT

PROCEED TO ROUTE 205 from Floaroma Town. A girl will ask you to find her father - sounds like he works at Valley Windworks just ahead of here. Head over there.







### FIND RNOTHER WAY

THE BRIDGE YOU'LL HAVE TO CROSS to proceed to Eterna Forest is closed by Team Galactic grunts. It seems like something is up in the forest. Take an alternate route to the east and hurry over to Valley Windworks.









## AFTER RESCUING THE GIRL'S DAD MOVE FORWARD IN THE ETERNA FOREST

AFTER YOU RESCUE the girl's dad, Team Galactic grunts leave the area and the bridge is open for traffic again. To get to Eterna City, cross the bridge and step into the Eterna Forest





patrance of the ferest where you can restore both year Peliamen's Pf and rest before you go into the Eterna Feres



#### AFTER VISITING ETERNA FOREST ENTER ETERNA CITY

WHEN YOU COME OUT of Eterna Forest, you'll be back on Route 205. Proceed to the big bridge where fishermen gather and your next destination is right in front of you. Keep on going to Eterna City to challenge the next Gym.



#### SHORTCUT WITH CUT

chen dawn 2 tree on the right side of the entrance in Storms Forest and proceed. You can't get to Eterns City without morsion through the forest and pour he you are able to use IHM82 Cut, take this shartcu.

680



## AFTER WINNING HEARTHOME CITY GYM BATTLE HEAD TO FUEGO IRONWORKS USING SURF

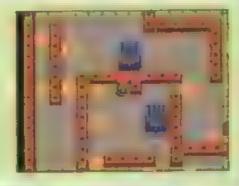
USING HM03 SURF, proceed on a waterway right off of Route 205 coming from Floaroma Town, head to Fuego Ironworks. When you reach the dead-end of the waterway, you can go north to Fuego Ironworks, south to Floaroma Meadow





## AFTER WINNING HEARTHOME CITY GYM BATTLE COLLECT ITEMS IN FUEGO IRONWORKS

IN FUEGO IRONWORKS. There are lots of directional floor tiles – step on one, and you'll be whisked away in the direction of the arrow imprinted on them. Plot out which direction you travel so that you can collect items scattered around the Ironworks. Near a smelting furnace is Fuego, the person in charge of this Ironworks.





AT FUEGO IRONWORKS, you will find an item called the Fire Stend which evolves a particular type of rekemon, You will be using this item after you obtain the National indexing. Keep it in a safe place



### AFTER WINNING HEARTHOME CITY GYM BATTLE GO TO A HIDDEN PLACE IN THE FLOWER GARDEN

HEAD SOUTH OF FUEGO IRONWORKS and you can get to the north side of the Floaroma Meadow, which was inaccessible from Floarama Town before. Walk around everywhere and collect all the items you can find. On your way back, just step down on to the lower part of ground which makes a shortcut to Floaroma Town.











# VALLEY WINDWORKS

At Valley Windworks, energy is generated through wind power, and a vast array of windmills. Team Galactic is after the energy the Windworks produces and they have occupied the plant.



## OBTAINABLE ITEMS

C MAN PROT VISIT

AFTER WINNING HEARTHOME

TM24 Thunderbolt







084

TO FLOAROMA TOWN)

### # INSIDE





(From Promi		. 0	
Bu zet	1 6/	, 0	1 6
VIII SUCK	0		TI S
Patherisu			
Bidoof		0	1
	, 0	, 0	
	POKÉMON	VAI	RIAB
	POKEMON Mag karp	VAI	
FISHING ROD		VAL	Ö Ö

POKÉMON	VARIABLE
Tentacool	, 0
Wingult	- O
Tentacruel	
Pelipper	



## TEAM GALACTIC ARE IN LOCK DOWN MODE

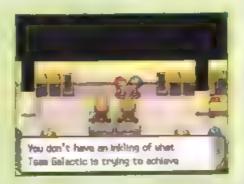
THE FIRST TIME you visit this plant, a Team Galactic grunt is standing guard at the entrance. When you defeat him, he goes inside the plant and locks you out. Go to Floaroma Meadow to get the Works Key that'll open the entrance.





## PROCEED TO THE BACK OF THE PLANT

AFTER YOU OBTAIN the Works Key in Floaroma Meadow, open the entrance and go inside. Battle your way through the occupied plant and finally face off against the Team Galactic Commander, Mars, who is in the back. Beat her and you can rescue the girl's dad who was captured by the group.





## MARS GALACTIC TEAM COMMANDER

MARS, A TEAM GALACTIC COMMANDER, will send out two different types of Pokémon. Counterattack Zubat with Electric-, ice-, Psychic-, or Rock-type moves, and go after Purugly with Fighting-type moves.

### PARTY POKÉMON

	TABE
Ev 14	Poison Flying
LV 18	Normat
- 1	-



## HEAR ABOUT DRIFLOON FROM THE GIRL

AFTER YOU DEFEAT Team Galactic, the girl will tell you about a balloon-like Pokémon that comes to the plant often. It's called Driftoon. It appears in front of the plant every Friday. Capture it to help complete your Sinnoh Pokédex.



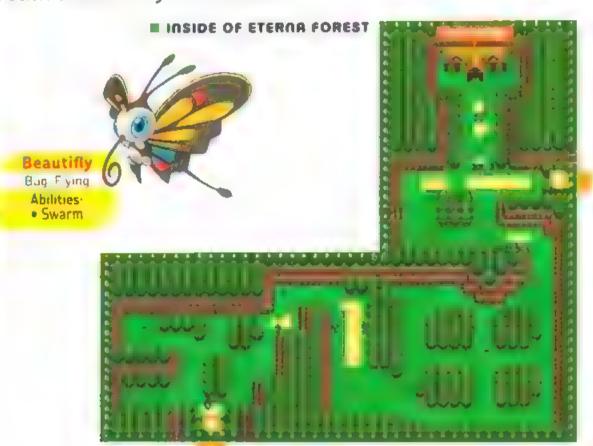
Budew

Beautifly +



# ETERNA FOREST AND THE CHATEAU

In Eterna Forest, a cluster of trees creates a natural maze. Deep in the forest an old deserted Chateau. Head east past the Chateau and you'll reach Eterna City in no time!



### OBTAINABLE ITEMS

CUT

ON YOUR FIRST VISIT Antidate ☐ Honey () Partyz Heal Great Ball Enxer J Cher Berry 🛘 0 d Gateau Oran Berry x2 ☐ TM90 Substitute ☐ Big Tree Oread Plate ☐ Silverpowder ☐ TM82 Sleep Talk ☐ Razz Berry x2 ☐ Bluk Berry x2

205

(10





Bug-Poison

Abilities:

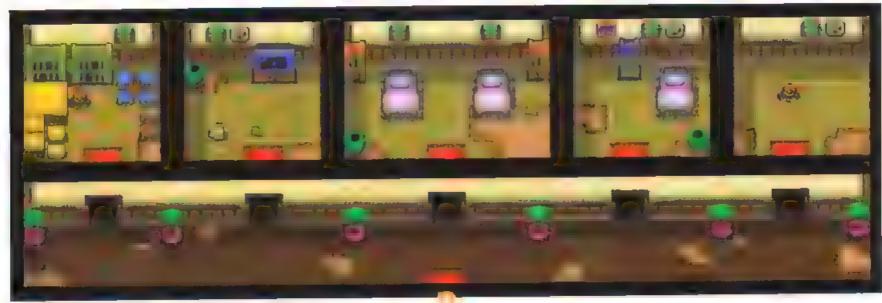
Shield Dust





ROUTE 205 (TO FLOAROMA TOWN)

### OLD CHATEAU 2 FL



### ■ OLD CHATEAU 1 FL / DINING ROOM







OLD CHATEAU SCHOOL SHATEAN



OLD CHATEAU I FL



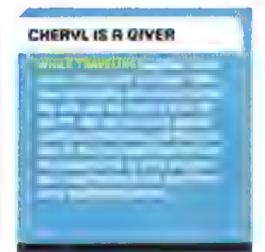




### PASS THROUGH THE FOREST WITH CHERVL

AS YOU ENTER THE FOREST, a woman named Cheryl speaks to you. She heard about Team Galactic roaming around the forest and got spooked. Do her (and yourself) a favor and accompany her to the exit of the forest







## WILD POKÉMON DOUBLE UP

DURING THE TIME you're in the forest with Cheryl, you'll encounter two wild Pokemon at a time. Since every battle in the forest is a Double Battle, cooperate with Cheryl's Chansey and try to win every fight!







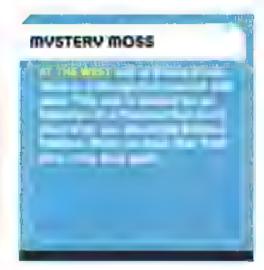
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### SRY GOODBYE TO CHERYL

WHEN YOU REACH the exit of the forest, Cheryl thanks you and takes off. Keep going east and exit the forest. Eterna City is right around the corner! Pass through Route 205 and head to Eterna City.







## AFTER WINNING ETERNA CITY GYM BATTLE GET TO THE MANSION IN THE FOREST USING CUT

USING HM01 CUT, chop down a tree and enter the Old Chateau. In the Chateau, you'll encounter Gastly, a Ghosttype Pokemon. It's totally immune to any Normal- or Fighting-type moves so don't use them.





## TREE'S A CROWD

You'll find certain trees in the Sinnoh region that give off a sweet fragrance. You can make them even more tempting to Pokémon by smearing Honey on them - you might even catch a rare Pokémon like Munchlax. It's certainly worth a try.

## HOW TO HONEY UP YOUR POKÉMON

FIRST, SMEAR SOME HONEY on a honey tree and wait. After a while, a Pokémon will appear - some of the better trees can attract rare Pokémon. Try different trees until you find one that does the job well. But be aware - the effects from Honey last for only a day.



### **GET HONEY**

You can buy it for 100 Poké Dollars from an Old Man in Floaroma Meadow.



### **GIVE IT** SOME TIME

You can't catch them right away. Be patient. Give it about half a day



	VERY OFTEN			B/P VERSIONS	
High	Wurmple	Combee	Manchiax		0
	5 .00n	Burmy		Diamond Only	
	Cascoon	Burmy		Pearl Only	11
	Combee	Cherubi			71
	Buzztiy	Alpom			10
	Cherubi	Нетастоза		1010	- )
Low	Asports	Wurmple	1		1

## HONEY UP AS MANY TREES AS YOU CAN!

THERE ARE APPROXIMATELY 20 honey trees in the Sinnoh region. Start with ones that are the easiest to spot. When a Pokemon appears sometimes the tree will shake. The bigger the shake is the more probable that a very rare Pokémon will appear

LOCATIONS	
LECATIONS	PAGE #
Route 205 x2	80
Route 206	104
Route 207	70
Route 208	108
Route 209	116
Route 218 x2	126
Route 211	96
Route 212 x2	152
Route 213	139
Route 214	139
Route 215	127
Route 218	72
Route 221	52
Route 222	192
Floaroma Meadow	76
Fuego transcrits	81
Va. av Windwarke	84



# ETERNA CITY

In Eterna City, modern buildings and ancient history exist side by side. But in recent years, Team Galactic established their headquarters here and constructed questionable buildings which are upsetting the townspeople.



ROUTE 211 (TO MT. CORONET)



ROUTE 206 (TO CYCLING ROAD)

### **OSTAINABLE ITEMS**

ROUTE 205 (TO ETERNA FOREST)

OF HEIST PROPERTY.	
Pointch application	☐ Explorer Kit.
Bonding Checker-	Super Potion
Nature Checker	☐ TM67 Recycle
	☐ HM01 Cut
UTTY SYM BATTE	The state of the s
☐ Forest Badge ☐ TM46 Thief	☐ TM86 Grass Knot
AFTER VISITING	GALACTIC

☐ Exp. Share

Bicycle

ON WATER	
POKÉMON	VARIABLE
Psyduck	0
Golduck	

FISHING ROD	POKEMON VARIABLE
Did	Magikary Lander D
Good	Magiltarp
F1	Barboach
Air Ma	= 50
Heal Ball	300
Net Ball	1000
Nest Ball	1000
1	
Heal Powder	450
Energypowder	500
Energy Root	800
Revival Herts	2803



## TOTAL OF THE STATE OF THE STATE

TALK TO THE WOMAN in Pokemon Center and she'll give you a Poketch application called Friendship Checker. When you use the Checker and tap on the bottom screen, your Pokemon approach and let you know how happy they are.



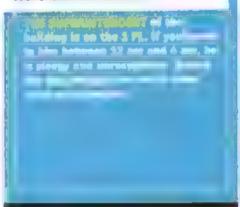


### THE NAME GAME

A MAN ON THE 1 FL of the Eterna Condominiums is a name rater – you can consult him about Pokémon names. You can change their nicknames as many times as you want.









## GET THE EXPLORER KIT FROM UNDERGROUND MAN

UNDERGROUND MAN is the first person in the Sinnoh region who's tunneled underground, and he presents you with an Explorer Kit. Use it for the tasks he gives you - complete them and you'll become an excellent underground explorer. (see p. 246)







## GET HM CUT

GO TO the Galactic Eterna Building and a woman will come to talk to you. She'll give you HMO1 Cut and commend the mission you're on. But you won't be able to use HMO1 Cut until after you defeat the Eterna City Gym battle.



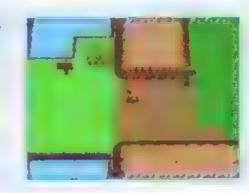
#### WHO IS CYNTHIA?

Politica SAYS starts enter a currently political Trainer who is studying macions Political, and studying resistant Political Professor Research with its Continue, and where it is a potting her information?



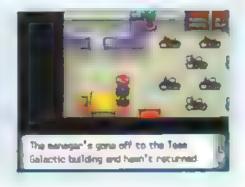
## 5 CHECK ON ROUTE 211

**HEAD EAST of Eterna City and you will come to Route 211** which bisects Mt. Coronet. You can take Route 211 to try to enter Mt. Coronet, but you'll only get about halfway across because of a huge rock. Turn around and go back to Eterna City



### SOURCE SHOP MANAGER

RAD RICKSHAW'S CYCLE SHOP is the only bike shop available in the Sinnoh region. But they say that the shop manager has gone to the Galactic Eterna Building and hasn't returned. You'll need to use HM01 Cut to enter the Galactic Eterna Building so make sure to challenge and win the Eterna City Gym battle.







## GVM GATTLE

#### GARDENIA

ETERNA CITY GYM LEADER **POKÉMON TYPE: GRASS** 

RECOMMENDED TYPES: FIRE, FLYING

IN ETERNA GYM, there are 4 Trainers to deal with, Find three Trainers in hiding and fight them before you finally reach Gardenia. Her Pokémon are all Grasstype. Attack them with Fire-, Ice- and Flying-type moves. When you win, you'll get Forest Badge and TM86 Grass Knot.

#### PARTY POKÉMON

PCKÉMON	LEVEL	TYPE
Cherubi 🕹	, Lv19	, Grass
Turtw g 😝	Lv19	Grass
Roserade 🖓 👚	Lv22	Grass Person
	1	



### FOREST BADGE

You can use HM01 Cut on the field. In case of a Pokemon raised by other Trainers, it will obey if it's under Lv30



ENTRANCE



#### AFTER WINDING ETERNA CITY GYM BATTLE SNEAK INTO THE GALACTIC ETERNA BUILDING

AFTER YOU BEAT Gardenia and obtain the Forest Badge, you will be able to use HM01 Cut and cut small trees. Sneak into the Galactic Eterna Building where the missing bike shop manager is, and see what is going on.



#### GO TO OLD CHATEAU BEFORE YOU GET THE BIKE

ifter you we abtained the line, a new will stop you. You we inviger will be able to go buck there a this point, so which the Old Chatran hefore you get the



### AFTER WINNING ETERNA CITY GYM BATTLE GET THE BICYCLE FROM THE MANAGER OF THE BIKE SHOP

GO TO THE Bike Shop to see the manager, who is happy about getting back his Clefairy. He'll give you a Bicycle as a token of his gratitude. The Bike has a new gear-change mechanism.



#### RIDE EVERYWHERE



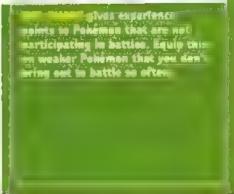


## GET EXP. ALL FROM PROFESSOR ROWAN'S ASSISTANT

ENTER THE GATE that leads to Route 206 and you'll see Professor Rowan's lab assistant waiting for you. If you've seen more than 35 Pokemon, the assistant will give you Exp. Share. This number includes SEEN Pokemon, not the number caught so far



#### EQUIP EXP. SHARE AND LEVEL UP FASTER





## GO TO CYCLING ROAD

NEAR ROUTE 206 just north of Eterna City is a cycling road. Hop on the Bicycle that you got from the Bike Shop manager and go cycling



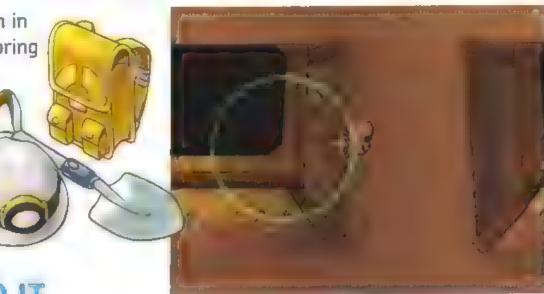






# **CLEAR SIX TASKS** AND GET FAMILIAR WITH THE UNDERGROUND

Underground Man is the first person in the Sinnoh region that started exploring Underground. He assigns you six tasks to see if you can become an excellent underground explorer. You will be rewarded with various items upon completion of each task. Go clear all of them.



## LET'S GET RIGHT ON IT

### GET TO THE UNDERGROUND

First things first - get to the Underground using the Explorer Kit. After checking things out, go back up to the 1 FL.



Move Trap, Bubble Trap, Leaf Trap

### DIG DUT A FOSSIL

Check your underground radar and go to the spot shown in yellow. Tap the bottom screen and



you'll locate where fossils are buried Check on the wall that flashes and dig out the fossil using a hammer and pick

Prism Sphere. Red Sphere, Blue Sphere

### **BURY A SPHERE**

When you get down to the Underground, bury a sphere in the ground. The ball will grow while



buried and will be much bigger when you dig it out later. Touch on the bottom screen to confirm where you buried it.

Digger Dritt



#### BUILD A SECRET BASE

Underground, you can build a secret base of your own. Pick a spot you like and build your



secret base using the Digger Drill At your secret base, you can have your own PC and a flag.

Plain Table, Wooden Chair Buneary Doll

#### DECORATE VOUR BASE

You can furnish your secret base and rearrange items to your liking. Put your reward goods from



Task 4 (Plain Table, Wooden Chair, and Buneary Doll) where you want them

Chimchar Doll, Turtwig Doll, or Piplup Doll



#### SEIZE VOUR FRIEND'S FLAG

Go Underground with your friend using the Nintendo DS Wireless Connection, Go to



your friend's secret base, and seize their flag. Bring it to your secret base and complete your mission!





# POKÉMON THAT CHANGE UNDER CERTAIN CONDITIONS

Among the many different kinds of Pokémon living in the Sinnoh region are ones that are similar species, but have different appearances or features in accordance with their habitats and battle locations. Here, we take a look at Shellos and Burmy.

### SHELLOS

### THEY HAVE DIFFERENT APPEARANCES DEPENDING ON THEIR GEOGRAPHIC LOCATION

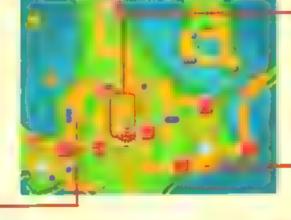
MT. CORONET, which stands in the center of the Sinnoh region, divides Shellos' habitats in two - the ones that live on the west side of the region are pink, as opposed to their eastern counterparts which are blue. In addition, they differ in the shape of their head and back as well. The same goes for their evolved version, Gastrodon - west side inhabitants look different from their eastern cousins.



#### Shellos Pink In West Sea

Main Location:
• Route 205







Mt. Corner

Shellos Blue In East Sea Main Location • Route 213

### **CURMY**

#### BURMY TRANSFORM THEIR CLOAKS IN VARIOUS BATTLE LOCATIONS

BURMY CHANGE THE DESIGNS and effectiveness of their casing based on the topographic details of the battle site. They wear a Plant Cloak when fighting in grassy bush, a Sandy Cloak in a cave or on a craggy cliff, and a Trash Cloak on a hard, paved surface like in a building.



Their cloaks change after the battle's over. Check their cloaks after the battle.



## (Sandy Cloak) Battle Locations:

Caves
 Rocky Surface



Burmy (Plant Cloak) Battle Locations:

GrassBushes



Burmy (Trash Cloak) Battle Locations

In buildings





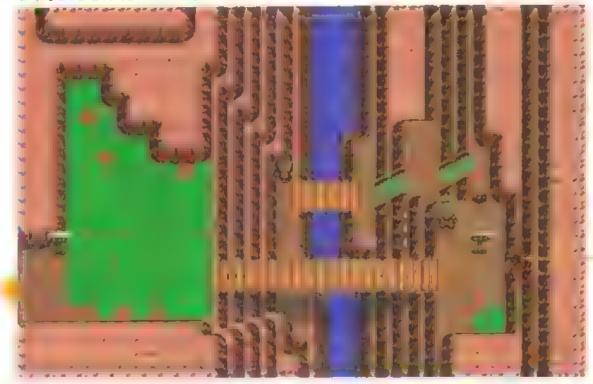


ETERNA CITY

# ROUTE 211

Route 211 is a mountain path that runs from east to west through Mt. Coronet, the biggest mountain in the Sinnoh region. You'll need HM06 Rock Smash and HM04 Strength to get to Celestic Town from Eterna City.





### OSTAINABLE ITEMS

☐ TM12 Taunt

Pecha Berry 🗆 lapapa Berry TM77 Psych Up ☐ Aspear Berry ☐ Grepa Berry

STRENGTH

AFTER WINNING SNOWPOINT

ROUTE 211 (ETERNA CITY SIDE)

POKÉMON	M	. 0	H
Meditite	, 0	U	1 4
B doof	- E	- 1	
Geodude	10	10	0
Ponyta			
Chingling	0	10	10
Zubat		-	
Hoothoot	£3	23	l o

ROUTE 211 (CELESTIC TOWN SODE)

IN BRASEN				
POKÉMON	H	0	H	
Meditite	O	Ö	0	
Graveter	-			
Macholee	10		0	
Chinging				
Ponyta	0	0	4	
Zubat				
Moctouri	53	23	0	

ROUTE 211 (CELESTIC TOWN SIDE)

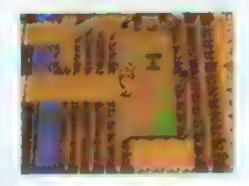


CELESTIC TOWN



## GO TO MT. CORONET

HEAD EAST from Eterna City and you'll come across Route 211 You will see an entrance to Mt. Coronet. It's a huge mountain that divides the Sinnoh region into east and west.

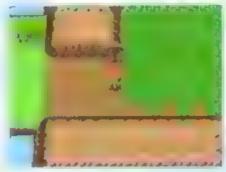






## GO BACK AND CHALLENGE GARDENIA

YOU'LL NEED TO be able to use HMO4 Strength to pass through Mt. Coronet, but that won't happen for a while. Go back to Eterna City Gym to battle Gardenia, the Grass-type Gym Leader.







#### AFTER VISITING LAKE VERITY (SECOND VISIT) HEAD TO LAKE ACUITY THROUGH CELESTIC TOWN

GO AFTER Team Galactic, who by now have completed their nefarious plans in both Lake Valor and Lake Verity Hurry to the third lake, Lake Acuity, Head to Celestic Town using HM02 Fly, then proceed west on Route 211 to Mt. Coronet Enter the mountain











# MT. CORONET (IST VISIT)

SOUTE 216

1 FL 2

Mt. Coronet is the biggest mountain in the Sinnoh region. Inside the mountain are vast caves that connect Eterna City, Celestic Town, Oreburgh City, Hearthome City and Snowpoint City.

# ROCK SMASH ROCK STRENGTH

### OSTAINABLE ITEMS

- □ Escape Rage
  □ TM69 Rock Palish
- Light Clay
- Full Restore
- Rare Candy ☐ Stantust
- Soft Sand
- ☐ Max Elmer









TO ETERNA CITY)

099

### ■ 1 FL (OREBURGH CITY-HEARTHOME CITY)

(TO OREBURGH CITY)



ROUTE 208



FISHING ROD POKÉMON
Did Magikarp Magikarp Magikarp Barboach Good

VARIABLE

IN CAVE Med-t te Graveler Clefairy Go.bat Machoke Chingling

POKÉMON Zuhat

Gothat

Claffa

E I FL 1 UN CAVE Med tite Machop Zubet Chingling

I 1 FL Q				
IN CAVE				
FOREMAN	- 1			
Med-tite	,	1		
Grave er				
Clefairy			1	
Gobat	1			
Machoke				
Chingling				

1 FL 🚺			
IN CAVE			
enetwon.	H	0	N.
Geodude		u.l	
Meditite			
Machop	1		
Zubal			
Chingling			
Cleffa			L.

POKÉMON	VARIABLE
Zubat	0
Golbat	,

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	ζ.
Good	Magiliaro	
-	Barboach	1 0



### Clefairy Normal

Abilities:
• Cute Charm
• Mag c Guard

Cleffa Norma!

Abilities
• Cute Charm
• Magic Guard









### **ROUTE 211 WILL TAKE YOU TO THE MOUNTAIN**

YOU'LL GET the first opportunity to enter the mountam when you come out of Route 211 on the Eterna City side. You'll need HMO4 Strength to pass through, but you can't use it yet. Go back to Eterna City





## MEET THE MYSTERY MAN

WHEN YOU TAKE Route 207 (the closest route to Oreburgh City) into the mountain, a blue-haired man approaches you. He tells you there's a theory that the entire Sinnoh region started here at Mt. Coronet, and then he leaves. Who is he?





neurols as if he knows you. Have you met him before? Or is no related to somebody you know?





## PROCEED TO THE EXIT THAT LEADS TO ROUTE 208

AFTER THE MYSTERIOUS man leaves, keep heading towards the exit on Route 208. Use the stairs so that you'll be able to get out of the cave without having to use HMs. When you come out to Route 208, head east to Hearthome City.





## VOU WILL NEED HIM SURF TO GO FURTHER INTO THE CAVE

YOU CAN PROCEED even deeper on the passageway in Mt. Coronet that connects Route 207 with Route 208, but only if you have HM03 Surf and HM08 Rock Climb. But if you don't, don't fret, just keep going east past the mountain.



#### YOU'LL BE BACK, CHASING SOMEONE

all three lakes
Lake Valor, Lake Verity and Lake
Acuity, you will came back to Mil
Corporet het up the beck of thu
Fears Salactic hose. This time, use
HMS2 Sarf and HMS8 Reck Climbs
and proceed to the back



## PROCEED TO THE BACK OF THE CAVE USING HM STRENGTH

ENTER MT. CORONET from Celestic Town side. Go north using HM04 Strength and you will find a way to the B1F that is covered with a thick fog. Clear the fog using HM05 Defog and proceed further into the back.





Printegral is an item that elevated
Printegral have in Mt. Corenet of
Wayward Cove. This is a very rare
Itam so you don't mant to just took
It into their mouth confly unless you
are in an absolutely critical elevation



## BLOCKED BY A ROCK

TAKE ROUTE 211 into Mt. Coronet. On the ground floor, there is a path that is blocked by a rock which you could move to the south side if you had the move HMO4 Strength. This path leads to the innermost area of the cave called the Spear Pillar. You can't go there from this side anyway so don't bother. Keep moving.

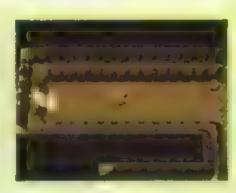






## PASS THROUGH TO SNOW-COVERED ROUTE 216

PROCEED TO THE BACK on a foggy B1F then take a stairway up to the 1 FL where you'll find an exit to outside. You will come to Route 216 which is covered with white snow all over. Keep going on the snow-falling Route 216 towards. Lake Acuity.



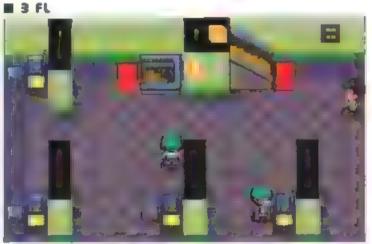
102

# GALACTIC ETERNA BUILDING



Galactic Eterna Building is a suspicious, questionable building that has been the talk of the town since Team Galactic moved into the area. As a matter of fact, the store manager of a bicycle shop has mysteriously disappeared lately. Sneak into the building to find him.











## FIGHT YOUR WAY UP TO THE 4 FL

THE GALACTIC ETERNA BUILDING is a four-story building. Each floor contains a Team Galactic grunt that's itchin' to fight, so be prepared, When you reach the 4 FL, you'll find the Team Galactic Commander, Jupiter, holding the Bike Shop manager hostage.



#### THAT GIRL IS POISON

The Political that Them Galectic will employ are steetly Pelcon- and Bug-types. Charces are they'll came at you with moves that soll pive you the Pelcon condition, so a proposed and carry sales Antidote with your



## GALACTIC COMMANDER

## JUPITER TEAM GALACTIC COMMANDER

JUPITER, a Team Galactic Commander, will use Zubat and Skuntank. Either Electric-, Ice-, Psychic-, or Rocktype moves will be very effective on Zubat. On Skuntank. Ground-type moves are going to be most effective.

### PARTY POKÉMON

POKÉMON	LEVEL	TYPE
∂ Zubet ♥	Lv 18	Paison Hying
Skuntank 🗘	EV 20	Poison Dark



## RESCUE THE BIKE SHOP MANAGER

WHEN YOU DEFEAT Jupiter, she leaves the building with a parting shot hinting about Legendary Pokemon and her boss. Rescue the Bike Shop manager and leave the building



### THE MANAGER IS LOOKING FOR HIS CLEFAIRY

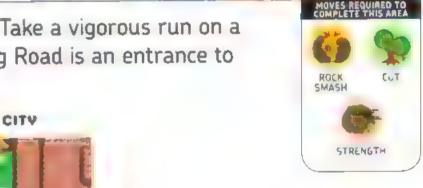
Shop manager had some more manager on some more mis Certairy, intending on some more mis Certairy, intending had been absended for Themanancia. Remove that total year absent his Baseary being storen? That had make in here also

# OV TO

# ROUTE 206, WAYWARD CAVE

Route 206 is also known as the Cycling Road. Take a vigorous run on a paved street on your Bicycle. Under the Cycling Road is an entrance to the Wayward Cave.

### ROUTE 206 ETERNA CITY



### OBTAINABLE ITEMS

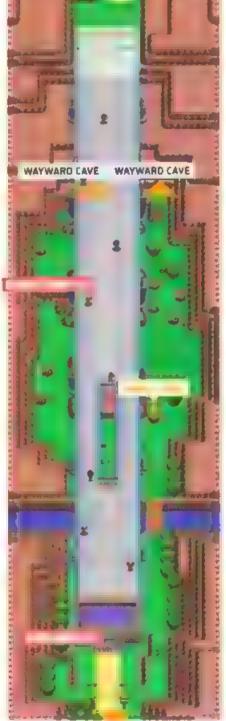
#### ON YOUR FIRST VISIT

- ☐ Flag ☐ Razz Berry x Z ☐ Full Heal ☐ Surp Heal
- ☐ Full Heal ☐ Surn Heal ☐ Rawst Berry x 2 ☐ Poison Barb ☐ Escape Rope
- ☐ Rare Candy ☐ TM32 Double Team

☐ Max Ether ☐ Grip Gaw
☐ Revive ☐ TMZ6 Earthquake

#### ROUTE 206

IN GRASS			
POKÉMON	M		N
Stonky •	1 3	, 0	ن ا
Geodude •			
Geodude e	0	0	0
Ponyta	0	- Ü -	1
Bronzor	- 0	0	C
Kr cketot			,
Kricketune	0	0	0
Zubat		.,	







....

### WAYWARD CAYE, 1 FL







ROUTE 206 ROUTE 206



Abilities
• Levitate
• Heatproof



Gible Dragon Ground

Abilities:
• Sand Veil

## WAVWARD CAVE

١	POKEMON			
Ì	Granding and the same of the same	0 3	. 0 .	. 0
	Zubat	0	0	0
	Geodude ,	(Q)	. 0	0
	Gibble	0	0	0

T. Fil retaining				
POKÉMON	М	Ð	H	
Bronzor	, 0	42	1	
Zuhat	-	=		
2 Geordada	10	. 0	0 ,	



MIRA







### RUN THROUGH ON CYCLING ROAD

WHEN YOU GET TO ROUTE 206 from Eterna City, you automatically mount your Bicycle. Cycling Road is all downhill, so you can take make the journey in one swift ride from Eterna City all the way to the south gate. Battle other Pokémon Trainers on the way.







### ENTER THE WAYWARD CAVE

RIGHT BELOW THE CYCLING ROAD is an entrance to the Wayward Cave. When you ride your Bicycle down to the south gate, dismount, then proceed towards Wayward Cave on foot. Chop down trees in your way using HMO1 Cut. After a while you will get to the entrance of the cave





## 106

## LIGHT UP THE CAVE WITH FLASH

THE CAVE IS DARK and mostly unnavigable. Use TM70 Flash and light up the cave. Now you can see more clearly and travel around in the cave more easily.







## HELP MIRA EXIT

IN THE TOP RIGHT SECTION of the 1 FL of the cave is a lost Pokémon Trainer named Mira. Travel with her and accompany her to the exit. She will heal your Pokémon's PP and HP, as well as special conditions, so battle as much as possible with her at your side.





# 5

## 5 TAKE ROUTE 207 TO MT. CORONET

HEAD SOUTH ON ROUTE 206 and you will get to Route 207, which leads to Mt. Coronet. This is the place you couldn't access from the Oreburgh City side before because of the hill of shifting sand. You can now proceed if you have the Bicycle.



#### **REST IN OREGURGH CITY**

incuth on Route 207 and make a quick stop at Broburgh Clay. The heat year wounded Politimo.



# AFTER WINNING CANALAYE CITY GYM BATTLE ENTER THE WAYWARD CAYE THROUGH A HIDDEN ENTRANCE

THERE IS ANOTHER HIDDEN ENTRANCE to Wayward Cave. Proceed north in an invisible place under Cycling Road and find the entrance. When you enter the cave, you'll see a rock blocking the path. Use HMO4 Strength and remove it.





# AFTER WINNING CANALAYE CITY GYM BATTLE UTILIZE YOUR BIKE GEARS

ON THE B1F IN WAYWARD CAVE, you will proceed to the back by jumping over the jump stand on your Bicycle. The length of the jump is determined by which gear you're in. Setting it to third gear lets you jump for one length, while fourth gear lets you jump for two.

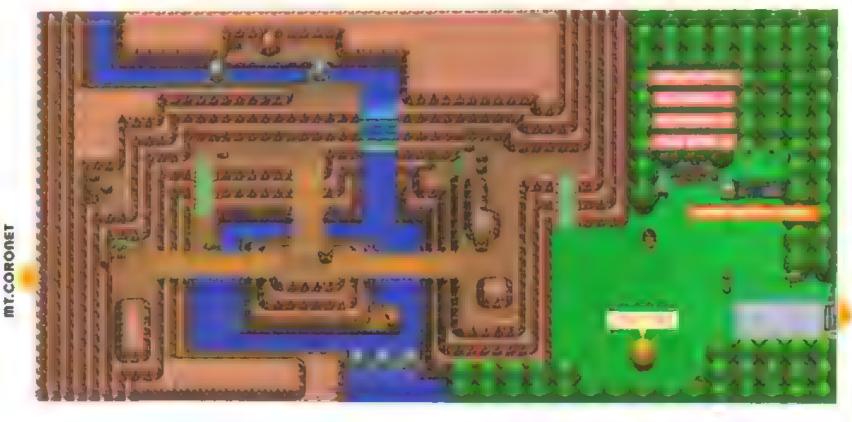




# ROUTE 208

Route 208 consists of dangerous, steep mountain roads and a grassy path that is rich with thick green tree leaves. Go past Mt. Coronet and keep heading east, and eventually you'll reach Hearthome City. On your way, you'll come across the Berry Master's house, who'll give you one berry every day.





HEARTHOME CITY

#### OBTAINABLE ITEMS

ALL MALL COM	
X Speed	☐ A Poke Ball
☐ Nanah Berry к2	☐ Razz Berry x2
🔲 Bluk Berry x2	Pinap Berry x2
A Peketch apptica	tion:   🖸 Odd Keystone
Berry Searcher	
☐ Carbos	ITLE
	10.000
Grawth Mulch	200
Flamn Mulch	

Stable Mulch 200

POKÉMON Psyduck 8 doof Meditite	M Ġ	0	N.
8 doof	G		_
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Manager and Association of the Control of the Contr			
LAKOTO OK.	0	0	O
Machop			
Bibarel	0	0	0
Zabat	,	5	
Psyduck			D D
Psyduck Goldack			0
			0
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Goldack  FISHING THE TOTAL ACTION		. Van	
Fishing III Town		Vas	O -

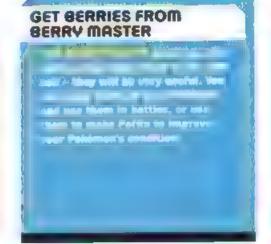




#### GET A POKÉTCH APPLICATION - BERRY SEARCHER

SPEAK TO A GIRL in the Berry Master's house. She'll ask you if you're the type that always forgets where you've buried your berries. If you answer yes, she'll give you the Berry Searcher, It's a Pokétch application that tells you where you've buried your berries.



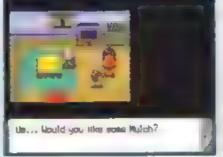




#### **BUY MULCH FOR YOUR BERRIES**

THERE IS A WOMAN in the Berry Master's house who sells mulch, which can be used to regulate the berry growing process. Mulch can keep the soil from getting too dry, or it can also make the berries take longer to grow and ripe.







# GET ODD KEYSTONE FROM A PERSON IN HIDING

THERE IS A MYSTERIOUS MAN who is hiding behind a tree south of the Berry Master's house. Speak to him and he'll give you the Odd Keystone. You can use this Odd Keystone on a broken stone tower on Route 209 (see p.118)





th You out the Odd Ke i justice name tower on Route 277, I wron little a Spirit Tower. Who was the man who gave you the Old Reystanti ind what did he say about going to a minimuround passagement.



## HEAD TO HEARTHOME CITY

HEAD EAST ON ROUTE 208 and you will come to Hearthome City, Hearthome City has facilities like the Pokemon Super Contest Hall and Amity Square where you can enjoy various activities with your Pokemon. Take your favorite Pokemon and participate in these events.



110

# HEARTHOME CITY



Hearthome City is known as a friendly town where people and Pokémon congregate at fun places like the Contest Hall or Amity Square. If you don't know where those facilities are, ask a man for help. He'll show you around.

#### OBTAINABLE ITEMS

OM MOUR PHRST VI	SEE
☐ Pakeman Egg	Shell Bell
☐ Poffic Case	☐ Glitter Powder
☐ Tuxedo / Oress	☐ Mild Poffin
☐ TM43 Secret Power	☐ Spooley Plate
☐ TM45 Attract	
CONTRACTOR DOMONANO	
THE WAY THE	
☐ Rebr Badge	☐ TM65 Shadow Claw

Heart Mait	50	
Heat Bati	300	
Net Bal	1000	
Nest Ball	1000	

#### AMITY SOURRE



#### HEARTHOME CITY



ROUTE 212 (TO PASTORIA CITY

(TO MT. CONGRET)

ROUTE 209

111



#### CAPTURE KEIRA'S BUNEARY

ENTER THE TOWN from Route 208 and suddenly a Buneary comes running your way. It looks like it may have escaped from a Poké Ball. Capture it for its owner, Keira, who just so happens to be a Contest Judge. She'll thank you and leave, asking you to stop by the Contest Hall later.





# **GET A POKÉMON EGG FROM A HIKER**

BEFORE HEADING TO ROUTE 209 a hiker will give you a Pokémon Egg in front of the gate. He says he found it at a Pokémon Day Care in Solaceon Town. It contains a rare Pokémon called Happiny.

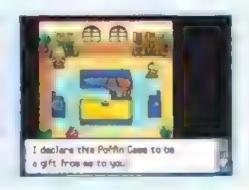






# WILL YOU STAY, BERRY POFFINS?

TALK TO THE PRESIDENT of the Pokemon Fan Club and he'll give you a Poffin Case. A Poffin case is a container that you store Poffin in. Poffin is a new type of Pokemon food that is made from berries. Go visit the Poffin House for details.



## KNOW HOW HAPPY YOUR POKEMON ARE

hans a Policens where Evolution depends on his Happiness. Check in with her from time to time



# MAKE POFFIN AT THE POFFIN COOKING HOUSE

YOU CAN MAKE a Pokemon's new favorite food, Poffin, at the Poffin House. Put your berries in the soup and stir it up – but be careful not to spill it or burn it.



#### 4 PLAYERS CAN POP SOME POFFINS

Note the second of the second





#### **MEET BEBE, A PC ADMINISTRATOR**

NEXT TO THE POKÉMON CENTER is the house of a PC administrator named Bebe, who is in charge of Pokémon Box. After you talk to her, the PC will now be shown as Bebe's PC (instead of Someone's PC) every time you access it.







## 6 GET ITEMS FROM MR. GOODS

THE NAME OF THE MAN you meet south of Bebe's house is Mr Goods. He makes it his passion and life's purpose to discover all of the rare things in this world. When you speak to him after meeting certain conditions, he'll present you with a rare item (see p.119)









#### YOU DON'T HAVE TO BE NASTY ABOUT IT

TALK TO FANTINA, the Gym Leader, in front of the Contest Hall, but she'll brush you off telling you to come back later when you get much better. Don't worry ~ you'll face her after your visit to Celestic Town. For now, just relax and take a stroll around the town.





## **GET CLOTHES FROM YOUR MOM**

ENTER THE CONTEST HALL and you'll bump into Keira and your mom. Keira will give you Glitter Powder as a reward for catching her Buneary earlier. Your mom will give you a Tuxedo (or Dress, depending on who you chose to be) to wear for the contest.







# COMPETE IN A POKÉMON SUPER CONTEST

AT THE CONTEST HALL, you can participate in a competition using your Pokemon. The contest consists of three different rounds which are Visual (appearance). Dance, and Performance, You should step aside from the tension of battling for a minute and enjoy this event.



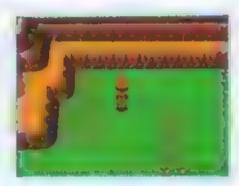
#### THE MASTER MOM?

rurine, serprine – your most aist mactor in this ranks And, all ran of them have amazing skills



# TAKE A STROLL THROUGH AMITY SQUARE

PROCEED TO THE NORTH of town where you'll come across two gates that lead to Amity Square. You can take the following Pokemon for a walk there- Pikachu, Clefairy, Psyduck, Pachirisu, Happiny, Buneary, or Driftoon Enjoy the walk - you need a break.



# POKÉMON MAKE BERRY

**GOOD WALKERS** 

#### **BATTLE YOUR RIVAL**

Compared to the first battle on Route 203, your rival now has four Pokemon, all at Level 19 or higher.

#### IF YOUR STARTER WAS TURTWIG: YOUR RIVAL WILL CHOOSE:

POREHRM	LEWIL	TOTAL
Stary *	, Lv 19	Normal-Flying
Buite -	LV 20	Water
Rose ia d'	Lv 20	Grass-Poison
Monferno 🕏	Lv 21	Fire Fighting
		. 4

#### IF YOUR STARTER WAS CHIMCHAR: IF YOUR STARTER WAS PIPLUP: **YOUR RIVAL WILL CHOOSE:**

The state of	LIGHT	TANE
Starty of	Lv 19	Normar-Flying
Rose a -	Lv 20	Crass Poison
Poriyta of	Lv 20	Fire
Pringing 1	.v 21	Water 25
		2 2
	i	

# **YOUR RIVAL WILL CHOOSE:**

PAREMON	LEVEL	TYPE
Starty of	LY 19	Norma, Flying
Buze +	Lv 20	dvater .
Ponyta 🦪	Lv 20	Fire
Grot e →	cv 21	Grass
	1	6



# 111 GO TO ROUTE 209 AND THE LOST TOWER

AFTER YOU'RE DONE with your rival, go under the gate on the east side of town and head to Route 209 There you'll find the Lost Tower where you obtain HM04 Strength, You'll also find the broken stone tower that needs the Odd Keystone.







# AFTER VISITING HEARTHOME TOWN FINALLY — FANTINA IS GOING DOWN

IN ORDER FOR YOU to be able to use HM03 Surf, you'll need to get the Relic Badge which belongs to the Hearthome City Gym. When you get back to Hearthome City from Celestic Town, the Gym Leader, Fantina is back in the Gym. Go challenge her.





# GVM GATTLE

# FANTINA HEARTHOME CITY GYM LEADER POKÉMON TYPE: RECOMMENDED TYPES:

IN HEARTHOME CITY GYM, you'll be solving a quiz on each floor, proceed to the room of the correct answer and in the end face off against Fantina.

There are 8 Trainers in the Gym but if you answer correctly to all the questions, you don't have to battle any of them. Fantina sends out Ghost-type Pokémon. Do her a huge damage by using Ghost-or Dark-type moves. When you win, you get the Relic Badge and also TM65 Shadow Claw.



You can use HM03 Surf.

#### POKÉMON IN THE PARTY

POKÉMON	LEVEL	LVM
Briffblim 9	1.432	Ghost Fying
Gengar I	Lv34	Ghost-Poison
M smagrus 🗇	Lv36	Ghost

2FL



W IFE



ENTRANCE

# 4FL



# 0-0

# AFTER WINNING HEARTHOME CITY GYM BATTLE TALK TO CYNTHIA, THEN HEAD TO CANALAYE CITY

WHEN YOU COME OUT OF THE GYM after you've defeated Fantina, Cynthia will approach you. She'll recommend that you go to a library in Canalave City, informing you that this will help complete your Pokédex. Take Route 218 to Canalave City.



# TRAVEL AROUND USING HMO3 SURF

Farting, you'll be able to use HMO3 burf in the field. New you can travel accesse and pands that were maccassible before. Hake sure to theck out all bedies of water as you come access them in your journeys







# POKÉMON THAT HAVE UNIQUE MOVES AND SPECIAL ATTRIBUTES

Amongst the new types of Pokémon inhabiting the Sinnoh region, there are ones that have unique moves. Chatot, for instance, speaks human languages and Cherrim blooms and shows a different face when the weather is sunny. Let's take a close look at these two Pokémon.

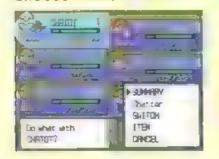
# CHATOT

#### SPEAK HUMAN LANGUAGES WITH CHATTER!

Chatot learns a move called Chatter when it reaches Level 21. Every time you use this move Chatot speaks Choose the move Chatter and talk into the Nintendo DS microphone. Chatot learns the words you speak, and from that point on, will speak every time you use the move.

#### HOW CHATOT LEARNS HOW TO SPEAK A LANGUAGE

#### CHOOSE THE MOVE CHATTER



#### TALK INTO A MICROPHONE



#### CHATOT SPEAKS!



# CHERRIM

#### SURRY DAY LETS CHERRIM BLOSSOM AND SHOW ITS FACE!

Cherrim normally is in bud and its face is hidden. But if you use the move Sunny Day it bursts through the bud and shows its face. You can teach this move to Cherub when it reaches Level 22. After it's learned this move, level it up to Level 25 and let it evolve into Cherrim.

#### HOW CHERRIM OLOSSOMS

#### USE THE MOVE SURRY DAY



#### THE SURSHINE INTERSIFIES...



# CHERRIM CHANGES





# ROUTE 209, THE LOST TOWER

On Route 209 where the river runs among meadows, forests, and a grassy field, you'll find the Lost Tower, which was dedicated to the spirits of Pokémon who have passed on. Head over there - it's rumored that Fantina trains there often.

ROUTE 209

SOLACEON TOWN



HEARTHOME CITY

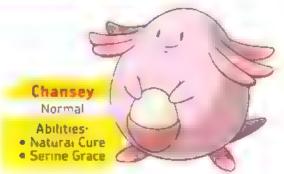


□ X Accuracy □ Leppa Berry ☐ Razz Berry x2 ☐ Chesto Berry ☐ TM47 Steel Wing ☐ Calcium ☐ Oval Stone ☐ Revive TI TM27 Return ☐ Cleanse Tao ☐ HM04 Strength



POKÉMON	188		100
Reharel	10	10	, 0
Nat 1	0	O	
Staravia	0	1 0	10
Mime Jr. +		,	
Bonsly e	10		
Chansey			
Gastly	13	- 88	
Zubat	- 11		C

POKÉMON		MARIAMA
		VARIABLE
Psyduck		0
Golduck		
to make or completely to pulling		
FISHING ROO	POKEMON	VARIABLE
	POKEMON Mag karp	VARIABLE
FISHING ROO Oct Good		VARIABLE



#### ■ THE LOST TOWER, 3 FL









Misdreavus Ghost Abilities.
• Levitate

M THE LOST TOWER, 2 FL



THE LOST TOWER, 4 FL







ROUTE 209



HI MINISTER			
POKÉMON	H	D	H
Gastly			0
Zubat			
Murkrow +	89	23	0
Misdreavus e			

#### THE LOST TOWER 3 FL

1000000			
POKÉMBN	М		H
Gastly	, 0	, 0	10
Zubat			
Golbat	-	-	-
Muckrow +			
Misdraorus a	£3	23	0

HE LOST TOWER 4 FL

POKEMON	M	D	H
Gastly	10		0
Zubat			- 1
Golbat	1/2	1.	2
Markrow •			
Adjustment in	23	- 53	0

#### THE LOST TOWER 5 FL

AL CHART			
POKÉMON	M	D	N
Gastly	10	O	J
Zubat	-		
Solbat	- 0	0	
Markrow #			
(Nedroovus e	22	£3	0

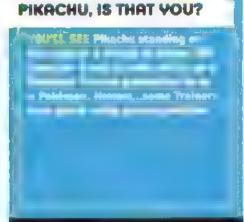


# GET THE GOOD ROD FROM A FISHERMAN

ON THE BRIDGE in the middle of Route 209 you'll meet a fisherman who'll give you the Good Rod. It catches more kinds of Pokemon than the Old Rod. Try to catch Goldeen near the fisherman.













# USE THE ODD KEYSTONE

IN THE MIDDLE OF ROUTE 209 is a broken stone tower. Set the Odd Keystone that you got on Route 208 into the stone tower it turns the broken stone tower into a Hallowed Tower





#### GO INTO THE LOST TOWER

NORTH OF ROUTE 209, there is the Lost Tower, in which the spirits of deceased Pokemon rest. This five story tower is inhabited by Ghost- and Dark-type Pokemon. Battle your way to the upper floors.







# GET HMO4 STRENGTH ON THE 5 FL

ON THE 5 FL of the tower you'll see an old lady who'll give you HMO4 Strength. But you won't be able to use it in the field until you win the Canalave City Gym battle and obtain the Mine Badge





File of the Last Years, which will bein you avoid excounters with will bein you avoid excounters with will be makened because of constant butting, let the first Polemon will your party hold this before you start your way back outside!



# 5 LEAVE AND GO TO SOLACEON TOWN

AFTER YOU'VE OBTAINED HM04 STRENGTH, get out of the tower and head for Solaceon Town, where there are facilities like a Day Care where a rare Pokémon Egg was found, and caves like the Solaceon Ruins, which are inhabited by the Pokémon Unown - all of which are very important for the completion of the Sinnoh Pokédex.



# BONSLY AND MIME JR.

Mimo JZ, in the husb on Pouts 207

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# GET RARE ITEMS FROM MR. GOODS!

For progressing in your journey or your winning a grand prize in a contest, Mr. Goods in Hearthome City will reward you with decorative goods, very rare items that are only available there. There are 11 of them in total obtainable before you achieve the Hall of Fame. Work hard and get all of them.

# DECORATE YOUR SECRET BASE WITH ITEMS MR. GOODS GIVES YOU

FIRST FULFILL CERTAIN CONDITIONS and talk to Mr. Goods. Then he will give you the items. Once you've obtained them, Use them to decorate your secret base and show them off to your friends.





If there are more than 1 condition that you've fulfilled, talk to him as many times as possible until there is nothing left for him to give you

# THE ITEMS AND CONDITIONS



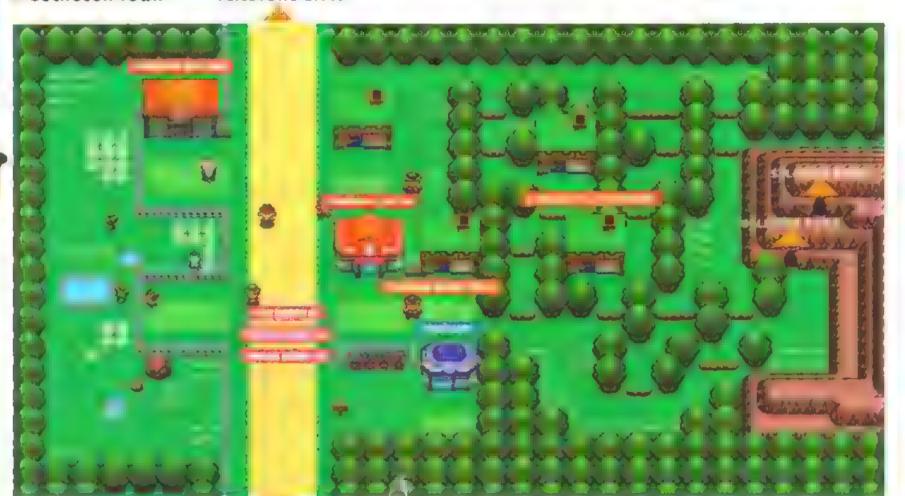
# SOLACEON TOWN, SOLACEON RUINS



Solaceon Town has a very mild climate where both humans and Pokémon can have an easy, peaceful life. There is a Pokémon Day Care, a Pokémon newspaper company, and ahead past a thicket, is the Unown-filled Solaceon Ruins.

SOLACEON TOWN

ROUTE 210 (TO CELESTIC TOWN / VEILSTONE CITY)



#### ROUTE 209 (TO HEARTHOME CITY)

#### **OBTAINABLE ITEMS**

□ Persim Berry
□ Flgy Berry
□ A Poketch application
□ A Poketch application
□ Day Care Checker
□ Nugget
□ Mind Plate
□ A-Z Sticker x10
□ A-Z Sticker x10
□ Sticker x10

2 Stucker x10

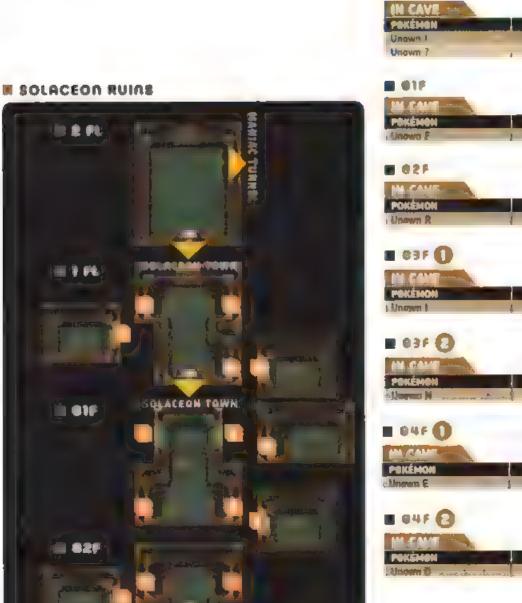
	-	
Ar Ma	50	
Het Ball	1000	
Nest Ball	1006	
Dock Ball	1000	



120



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IN CAVE	The same of the sa			
POKÉMBN		H		H
Unown A	H	U	U ,	0
Unown B	8	2000	3	0
Unown C	6	0	0	0
Unown G	8000	0	000	0
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Unown K	de .	0	0	0
Unown L	8	a	7	0
<b>Иприл М</b>	क	0	0	0
Unown 0	0	0	0	0
Unown P	P !	00	00	000
Unown D	Q,	0	0	
Unown 5			0	0
Unown T	\$ 5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0000	0	0
Unown U	0	0	0	0
Unown V	8	0	0	0
Unown W	S MINNINE	0 .	0	0
Unown X	n	ō	000000	000000
Unown Y	Party, married	0	0	9:
Ungwn Z	ð.	0	0	0









## POKÉTCH APPLICATION - POKÉMON HISTORY

YOU'LL MEET A MAN west of the Pokemon Center and he'll give you a Pokétch application called Pokémon History. This application shows you up to twelve of the last captured Pokémon in your party. Touch the Pokémon with the stylus and you'll hear their cries.





# 2 LEAVE YOUR POKÉMON AT POKÉMON DAY CARE

THE POXÉMON DAY CARE facility raises your Pokémon for you. Check in Pokemon that you can't take with you, but still want to be raised during the time you're gone. They take in two Pokémon at a time.









# POKÉTCH APPLICATION - DAY CARE CHECKER

WHEN YOU CHECK your Pokémon in at the Day Care, a man will appear and give you a Poketch application called the Day Care Checker. With this device, you can always check on your Pokémon's development from afar.





## GET THE STICKER CASE

STEP OFF A SMALL HILL on the east side of town and you'll come to a house. There, a woman will give you an item called the Sticker Case Stickers are used to deocarte your Poké Ball capsule (holder). See a kid in Solaceon Town or Sunyshore City for the stickers. (see p.125)



#### **CUSTOMIZE YOUR** CAPSULES





#### **EXPLORE THE SOLACEON RUINS**

HEAD EAST from Solaceon Town Jump down from a small abutment and you'll find the entrance to Solaceon Ruins. This is a very mysterious ruin inhabited only by Unown Check everywhere to find Unown.



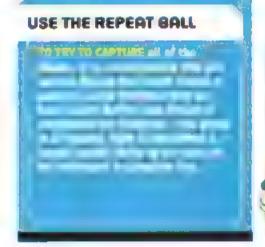
# DECIPHER THE LETTERS WRITTEN ON A FRESCO... ON THE 1 FL and fourth level of the much line Uneven. Try and deceding that is serviced norm.



#### **CAPTURE UNOWN**

THERE ARE 28 KINDS of Unown altogether and every one of them is different in appearance. Entering Solaceon Ruins from Solaceon Town, you should be able to catch 26 different Unown that resemble the letters A through Z (there are also two Unown that resemble a "1" and "7"). In rooms that have stairs in them, you'll encounter six Unown which spell out F. R. I. E. N. D. There are twenty additional ones that you can find in a small dead-end rooms on each floor.







#### SHOW YOUR UNOWN TO THE BOY IN THE RUINS

TALK TO A BOY you meet on the B1F of the ruin and he'll tell you to come by his house later. After you get the Sticker Case from the woman, seek out the boy and he'll give you stickers that match Unown you have in the forefront of your party.





## STOP THE PRESSES

NEXT TO A POKEMON CENTER is Pokemon News Press that is popular in the Sinnoh region. Speak to the Editor-in-Chief and he'll ask you to bring certain Pokemon so that he can write an article about them. Bring it to him before the end of the day and he'll give you a Poke Ball in return.











# 9) HEAD TO VEILSTONE CITY

YOU'VE COME BACK to Hearthome City but the Gym Leader Fantina is not back yet. Go past Route 210 and Route 215 and head to Veilstone City first. In Veilstone City there are fun facilities like a department store and a Game Corner besides a Pokémon Gym.





#### AFTER OPENING OF MANIAC TUNNEL COLLECT ALL 28 KINDS OF UNOWN

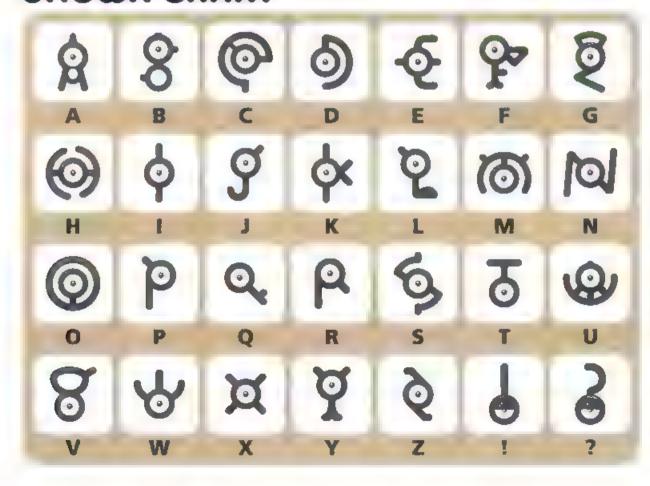
MANIAC TUNNEL ON ROUTE 214 connects to the 2 FL of Solaceon Town. Once you have caught Unown from A to Z. go to the 2 FL and catch the last two ("!" and "?") which will complete your collection.





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# **UNOWN CHART**





# EDIT CAPSULES WITH COLLECTED STICKERS

A Ball Capsule is a clear capsule that wraps around a Poké Ball. Put a sticker on it and its pattern will appear as your Pokémon enters into

a battle. Edit your Ball Capsules and produce your own entrance scene.

# ACCESS YOUR PC AND EDIT YOUR BALL CAPSULES

you can EDIT Your BALL Capsules by accessing your PC. Choose a capsule you want to edit and put your favorite sticker(s) on it. The sticker(s) will appear quickly if it is close to the center of the capsule and less quickly if it's put farther out. Alphabetical patterns, however, all show up with the same timing





#### **EDITING EXAMPLES**

#### YOU CAN SHOW MESSAGES



#### SEE DIFFERENT IMAGES OF POKÉMON



#### SPELL OUT POKÉMON NAMES



# COLLECT AS MANY STICKERS

# AS YOU CAN

a boy in Solaceon Town and at Sunyshore Market in Sunyshore City. The more stickers you obtain, the more creative, original and fun your capsule editing will be Collect as many of them as you can and produce your own awesome effects!

# SHOW YOUR MOOM



Show your Unown to a boy in a house in Solaceon Town and he'll give you a corresponding alphabet sticker.

# 2



You can buy them from the man near the top left of the counter at Sunyshore Market. He sells different kinds of stickers on different days.

(Pairte) (ETT) - Peret Traditate if the Street Artestania)





# ROUTE 210, ROUTE 215

Proceed north of Route 210, which is covered with tall grass, and venture past a foggy ravine, and eventually you will reach Celestic Town. Another town means another Gym, which means you should prepare for another battle. Go east of the Café Cabin, pass Route 215 and keep heading on to Veilstone City.



#### ROUTE 210

CELESTIC TOWN

#### OBTAINABLE ITEMS

#### ☐ Aspear Berry #2 □ Razz Berry Pmap Berry ☐ TM51 Roost Great Ball ☐ Ether ☐ TM66 Payback ☐ Fist Plate ☐ Sluk Berry x2 Pecha Berry x2 ☐ TM34 Shock Wave TI Guard Spec. □ Wiki Berry ☐ Full Heal □ Мадо Ветту CRET PUT Did Charm Super Repel ☐ TM30 Shadow Ball ☐ Hyper Potion ☐ Sitrus Berry Smoke Balt Chesto Berry Wike Berry Aguay Berry AFTER WINNING SUNVSHORE CITY BYM BATTLE ■ Wave Incense

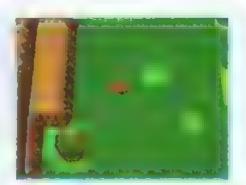


SOLACEON TOWN



## **WALK IN THE GRASSY FIELD**

ROUTE 210 on the side of Solaceon Town is covered with tall grass. It will tangle up in the spokes of your Bike, so you're forced to walk. Putting on the Running Shoes will be the best option here











#### ROUTE 215



VEILSTONE CITY

#### ROUTE 210 (SOLACEON TOWN SIDE)

IN CHASSA			
POKÉMON	Н		N
Ponyta	10	Q.	0
Georlade	, pr	3	Q.
Krichetume	0	0	0
Mime or +	_		-
Bonsty •	0	A	2
Chancey			

#### ROUTE 215

IN CRACE			
POKÉMON	H		M
Ponyta	1 4	0	
Geodude	, =		
Kricketune	0	0	0
Abra			_
<sub>A</sub> Kadabya		0	O

# ROUTE 210 (CELESTIC TOWN SIDE)

IN CHASE			
POKÉMON	H	D	N
Meditite	10		te .
Psyduck			
Bibarel	0	0	0
Ma hop			_
Machoke	0	0	0
Hoothoot			_
Noctorel	23	. 83	0.

ON WATER	
POKÉMON	VARIABLE
Psyduck	1 0
Golduck	-,

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	0
Good	Mag karp	C
	Barboach	10







# **BUY MOOMOO MILK AT CAFÉ CABIN**

VISIT CAFÉ CABIN and enjoy battles with customers inside. Also they sell Moomoo Milk for 500 Poké Dollars. This milk restores HP by 100.





# A GROUP OF PSYDUCK IS BLOCKING YOUR WAY

THERE ARE 4 PSYDUCK by the Café. Seems like they all have headaches and won't budge. At this time you can't go over to the other side so go east of Café Cabin towards Route 215





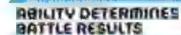




## GO PAST ROUTE 215 TO VEILSTONE CITY

IT'S ALWAYS POURING ON RAIN on Route 215 - and now is no exception. Rain raises the power of Water-type moves and weakens that of Fire-type moves. You are almost at Veilstone City.







#### AFTER OBTAINING SECRET POTION CURE PSYDUCK'S HEADACHE

GIVE THE PSYDUCK THE SECRET POTION you got from Cynthia at Valor Lakefront. It gets rid of their headaches and they all leave the area. Now the path is open for you to proceed on to Celestic Town.





# REEP THE OLD CHARM FOR CYNTHIA

WHEN YOU RID THE PSYDUCK of their headaches and they are gone. Cynthia comes by. She will give you an Old Charm saying that she wants you to deliver it to her grandma. Do her a solid and head to Celestic Town.



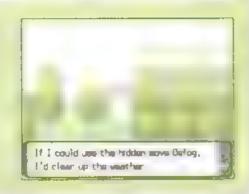
# THREE NINJAS,

particulated in the tall grace field partic of Care Cable there are three Hings Boys hiding, Look into the most magnicious spots and find all of them



# AFTER OBTAINING SECRET POTION CLEAR THE FOG USING DEFOG

AS YOU PROCEED NORTH on Route 210, it becomes very foggy and you won't be able to see around you. Use HM05 Defog to clear the fog so that you will be able to see again. To reach Celestic Town, cross the bridge on the mountain path and proceed west.



# IN FOGGY WEATHER, ACCURACY GOES DOWN

HMOS Defea, you will end us nattiling wild Penemen in Togg, weather, and your accuracy will nutfer. Mains pure you clear the for with HMOS Defey before you go on





# AFTER WINDING SNOWPOINT CITY GYM BATTLE LEARN THE MOST POWERFUL DRAGON-TYPE MOVE

GO NORTH ON ROUTE 210 using HM08 Rock Climb, and you'll find Granny Wilma's cabin. Take a well-trained Dragon-type Pokémon with you and she will teach you Draco Meteor, the most powerful Dragon-type attack move.



# GIBLE APPEARS IN THE WAYWARD CAVE

Oragentype Pekémen easily. Catch Sible on
the Sirst basement in the Wayward
Tage and raise it until it becomes
striandly with you. (see



There are many people in Sinnoh region who take good care of Pokémon. Someone can change your Pokémon's nickname, and some can teach moves to them. When you don't know how to get to a particular person, refer to this page.

# IF YOU'RE LOOKING FOR HELP, HERE'S A GUIDE!

#### CHANGE YOUR POKÉMON NICKNAME

#### LOCATION: NAME RATER IN ETERNA CITY

He will change your Pokemon's nickname Pokemon that were given to you by other people cannot have their name changed here.



#### TEACH YOUR POKÉMON MOVES

#### LOCATION: MOVE MANIAC (MOVE TUTOR) IN PASTORIA

Give him one Heart Scale and he will make your Pokemon learn moves, including moves that were forgotten.



#### **MAKE YOUR POKÉMON FORGET MOVES**

#### LOCATION MOVE DELETER IN CANALAYE CITY

He can make your Pokemon forget moves they have learned, including HMs that can't be deleted under permat circumstances.



#### HELP YOUR POKÉMON LEVEL UP

#### LOCATION: POKÉMON DAV CARE IN SOLACEON TOWN

Leave your Pokimon with them and they will raise them and level them up for you. They take in up to two Pokimon at a time.



#### **RESTORE YOUR FOSSILS**

#### LOCATION OREGURGH MINING MUSEUM

Give them the Pokémon fossits you've dug out in the Underground, they will restore them to Pokémon in their original forms.



# TENCH YOUR DRAGON-TYPE THE MOST POWERFUL MOVE

#### LOCATION GRANDY WILMA ON ROUTE 210

Show her your happy, friendly Dragon-type Pokemon and she will teach it the strongest Dragon-type move, Draco Meteor.



# VEILSTONE CITY

Veilstone City was constructed in the face of a huge, steep mountain. It contains the Veilstone Dept. Store, which is always crowded with people, a Game Corner, a storage center, and Team Galactic's eerie headquarter building. First step - challenge the Gym Leader.

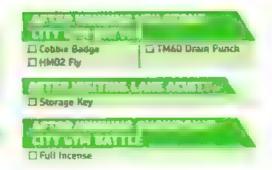


#### OBTAINABLE ITEMS

ITO CELESTIC TOWN / SOLRCEON TOWN)

STATE OF THE PARTY AND PARTY.	
One of the following:	Poketch application:
Turtwig Mask	Counter
Chimchar Mask or	Sticky Barb
Piplup Mask	☐ Coin Case
EI PP up	☐ TM63 Embargo
APPEND OF COME	
M	
☐ TM64 Explosion	

#### ROUTE 214 TO PASTORIA CITY



#### ACCESSORIES YOU GET AFTER

Pretty Dawdrop Sparks Mystic Fire Determination Puffy Smoke Wealthy Com Spring Humming Note Glitter Powder Snow Crystal Shimmering Fire Peculiar Spoon Poison Extract Eerie Thing Seashell Shiny Powder









## GET A POKÉTCH APPLICATION - COUNTER

A WOMAN AT THE COUNTER on the 2 FL of the Veilstone Dept. Store presents you with a Pokétch application called Counter. This is a device that counts up to 9999 that you can use for many different purposes.





# TEAM GALACTIC GRUNTS ARE BLOCKING THE WAY

NEAR VEILSTONE DEPT. STORE there is a building called Galactic Storage. Try to enter it and Team Galactic Grunts will stop you. Come back after the Veilstone City Gym battle









#### **GET COIN CASE FROM A CLOWN**

IN A HOUSE WEST OF THE GAME CORNER is a clown who will play Guess Which Hand. Guess correctly which hand the coin is in, and he'll give you a Coin Case. Take it with you to the Game Corner







# TRY YOUR LUCK AT THE GAME CORNER

YOU PLAY SLOT MACHINES in the Game Corner using the game coins. Choose a machine you like and start playing. Stop all three reels and if their patterns match, you'll get a prize. (see p.136)







# TREAT YOUR POKÉMON TO A GOOD MASSAGE

IN A HOUSE south of Veilstone City Gym is a grooming lady who gives Pokemon one massage a day. When she is done, she will say your Pokemon had this with it and give you an accessory. There are 16 accessories in total. (see p.131)







## **GET A KEY TO GALACTIC VEILSTONE BUILDING**

GALACTIC VEILSTONE BUILDING north of Pokemon Center, really, is Team Galactic's Headquarters. Here in this building they are doing research on how to produce new energy. You will need a special key to open the door to the upper floors.



#### GVM CATTLE

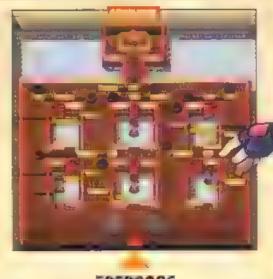
# MAYLENE VEILSTONE GYM LEADER POKÉMON TYPE; RECOMMENDED TYPES;

FALLS & WING

IN VEILSTONE CITY GYM, you work your way to the back where Maylene awaits by moving partitions to the right or left. There are four Trainers you have to clear. Maylene uses Pokémon with Fighting-type moves. Flying-type and Psychic-type moves will keep her in check. Defeat her to get the Cobble Badge and TM60 Drain Punch.

#### PARTY POKÉMON

POKÉMON	LEVEL	TYPE
Meditite 2	Lv27	Fighting Psychic
Machoke 4	Lv27	Fighting
Lucario of	1 Lv30	Fighting-Steet
	1	
	A STATE OF THE PERSON NAMED IN	Margaret St.



#### ENTRANCE



COBBLE BADGE
You can use field move
HM02 Fly.







# HELP THE ASSISTANT OUT OF TROUBLE

COME OUTSIDE AFTER the Gym battle and you will meet Rowan's assistant, who will ask for your help. The assistant claims that Team Galactic stole their Pokédex! Tag battle the Team Galactic Grunts in front of Galactic Storage and get the Pokedex back.



# SO WHAT REALLY IS IN THE GALACTIC STORAGE?

watch at the Storage entrance are overhears saying that semething has been transferred to Pastoria aircody. Boos this hove anything to do with the new marging researched in the Galactic Valletone Bulletone



#### OBTAIN HMO2 FLY

DEFEAT THE TEAM GALACTIC GRUNTS in front of Galactic Storage and you'll be able to enter the Storage. Inside, get HM02 Fly. There is a room that leads to the back of the Storage, but the door is locked and you can't proceed any further at this point





# AFTER VISITING LAKE ACUITY SEIZE STORAGE KEY FROM TEAM GALACTIC GRUNT

WHEN YOU GET BACK FROM LAKE ACUITY after chasing Jupiter, the Team Galactic grunt inside Galactic Storage blurts out that his colleague in front of the headquarter building has the Storage Key Go to Galactic Veilstone Building and get the key from the Team Grunt



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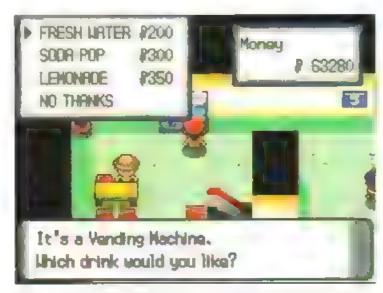
# SHOP TILL YOU DROP!

A department store with something for everyone - the Veilstone Department Store!

#### THE BIGGEST DEPARTMENT STORE IN THE SINNOH REGION

THIS FIVE STORY DEPARTMENT STORE has everything - including TMs, useful battle items and lots of healing goods. This is the perfect place to be when you have to stock up

for long trips if you have trouble deciding what to get, go to the counter on the right side of each floor and ask for recommendations.



Go to the vending machine on the 5 FL. Sometimes you get lucky and get a free bottle of liquid refreshment.

#### VEILSTONE DEPARTMENT STORE DIRECTORY





# CHALLENGE THE SLOT MACHINES AT VEILSTONE GAME CORNER

Increase your coins, and increase your chances for rare TMs and items!

Veilstone Game Corner in

Veilstone City using game coins. Try
to stop the reels to get matching
patterns to earn coins. Get as many
coins as possible and exchange
them for items or TMs at an
exchange service corner



Salk Scarf	, 1000 Corns
Wide Lens	1000 Coms
Zoom Lens	1000 Coins
Motronomia	1000 Coins
TM90 Substitute	2000 Coins
TM58 Endure	2000 Coins
TM75 Swords Dance	4000 Coins
TM32 Double Team	4000 Coms
TM44 Rest	6000 Coms
TM89 U-Turn	6000 Coins
TM10 Hidden Power	6000 Coms
TM27 Return	8000 Cains
TM21 Frustration	8000 Coins
TM35 Flamethrower	10000 Cams
TM24 Thunderbolt	10000 Coms
TM13 Ice Beam	10000 Cains
TM29 Psychic	10000 Coms
7M74 Gyror Ball	15800 Goine
TM68 Giga Impact	20000 Coms

50 Coins	1000
300 Coms	10000



#### MATCH THE PATTERNS AND INCREASE YOUR COINS

THE MOST BASIC RULE is, of course, to match the symbols on all three reels. The number of coins you get depends on which symbols you hit in a row. If you match the replay patterns, you will get to play again automatically.





"IF YOU HIT REPLAY DURING CLEFAIRY'S BONUS, YOU WILL GET 15 COINS



#### **WATCH CLOSELY TO STOP THE REELS**

THERE ARE THREE REELS, left, middle and right. You can halt those three in any order but you are more likely to match Replay and Pikachu if you stop the reets from left to right in an orderly fashion. Watch carefully to see which symbol is coming









# SLOT RULE 3 CHANGING THE MODES

A SLOT MACHINE CHANGES its mode from Normal Mode to Clefairy Mode, and then to Clefairy Bonus depending on the matched patterns. Different modes determines which patterns are more likely to match, and the graphics shown on the bottom monitor

will change accordingly. Study the differences of each mode and master them before you start playing. Collect as many coins while in Clefairy bonus mode because Clefairy makes it easier for you to match those symbols

#### THE THREE CHANGING MODES



Stop the reels from left to right in order to get Replay and Pikachu, Poke Ball and Moon Stone will be matched



#### THOUSE CONTRACT CONTRACT

Clefairy appears and makes 7's and G's more likely to match. 7 or G combination will change the mode to Clefairy Bonus



#### TOTAL PROPERTY.

Stop the reels in the order that Clefairy's pointing and Replay combination is guaranteed. The mode changes after you stop the reels 15 times





#### SLOT RULE 4

#### PROBABILITIES FOR REPEAT ROLLS DEPENDS ON WHICH CLEFAIRY APPEARS

REPEAT MEANS THAT BONUS STILL CONTINUES after 15 times of playing. How probable this will be depends of what kind of Clefairy comes out of the Poké Ball. In addition, if Pikachu appears after the mode is over, it's more likely to repeat (it will be less likely to repeat if Clefairy appears again).



If Clefarry-faking Ditto appears, the mode is less ikely to repeat



If it's Clefairy that appears.
Clefairy Bonus mode is like y
to repeat



If you get Clefairy in a different color, it's very likely to repeat with high probability



#### WHEN THE MOON BECOMES RED, DON'T MATCH REPLAY

WHEN THE MOON BECOMES RED during the Clefairy Bonus Mode, don't follow Clefairy's direction for Replay combination because doing so will make the mode less likely to repeat. Defy Clefairy's direction and don't match the Replay symbols. On the other hand, when the moon becomes white, it almost guarantees repeat of the Bonus mode.



#### DON'T MATCH REPLAY COMBINATION WHEN THE MOON IS RED

If you Match Replay pattern when you have a red moon, It makes Clefarry very tired. When it's tired, the Bonus mode is less likely to continue



# ROUTE 214, VALOR LAKEFRONT, ROUTE 213

Route 214 is a fascinating place where nature is beautifully preserved. Valor Lakefront is near the lake of a mysterious legend, and Route 213 is home to a quiet and serene beach. Travel south of Veilstone City to Pastoria City along these places.



## **OBTAINABLE ITEMS**

ON MOUNT SHIST M	GEA.
☐ Cheri Berry	☐ Sitrus Berry
☐ Chesto Berry	C Pomeg Berry
□X Sp. Def	Max Potion
□ 8 g Root	☐ Parlyz Heal
□ PP up	☐ TM92 Trick Room
□ Red Shard	TM40 Aerial Ace
D Aguay Berry	☐ Rawst Berry x2
🗆 арара Веггу	
Post to Vice Hay	a shares

## OKEMON IS VERY HAPP

TM85 Oream Eater

ROUTE 213

CITY SYM PAIT	LET
☐ Rare Cendy ☐ Max Revive	☐ Water Stone
LITY SYM BATT	S SNOWPOINT

Com Toss

PAREMAN			
Ponyta	1 0	. 0	
Geodade			
Stunky 4		1 3	0
Sudowoodo 6			
Grzfarig	(	10	10
Graveler			
Verchutume			

POKÉMON	M	Ð	N
Ponyta	1 0	. 0	,
Geodade			
Stunky 4		0	0
Sudowoodo •			
Grafarig	0	0	9
Graveler			
Kricketune			

POKÉMON	VARIABLE
Psyduck	1 0
Golduck	

ROUTE 214

POKÉMON	M	D	H
Burzet	1 0	ō.	į,
Shev DS		-	
Wingutt	1 3	0	0
Floatzel			

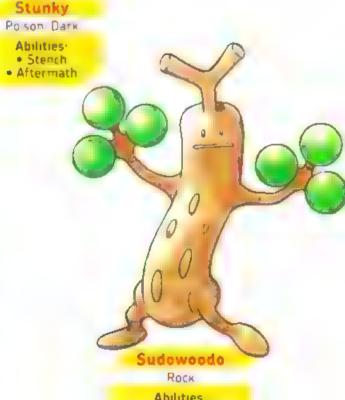
POKÉMON	VARIABLE
entacogi	
Winguil	0
Tentacruel	
Pelipper	

FISHING ROD	POKÉMON	VARIABLE
Old	Мад-кагр	Ō
Good	Мад катр	
	f Remorald	1 3

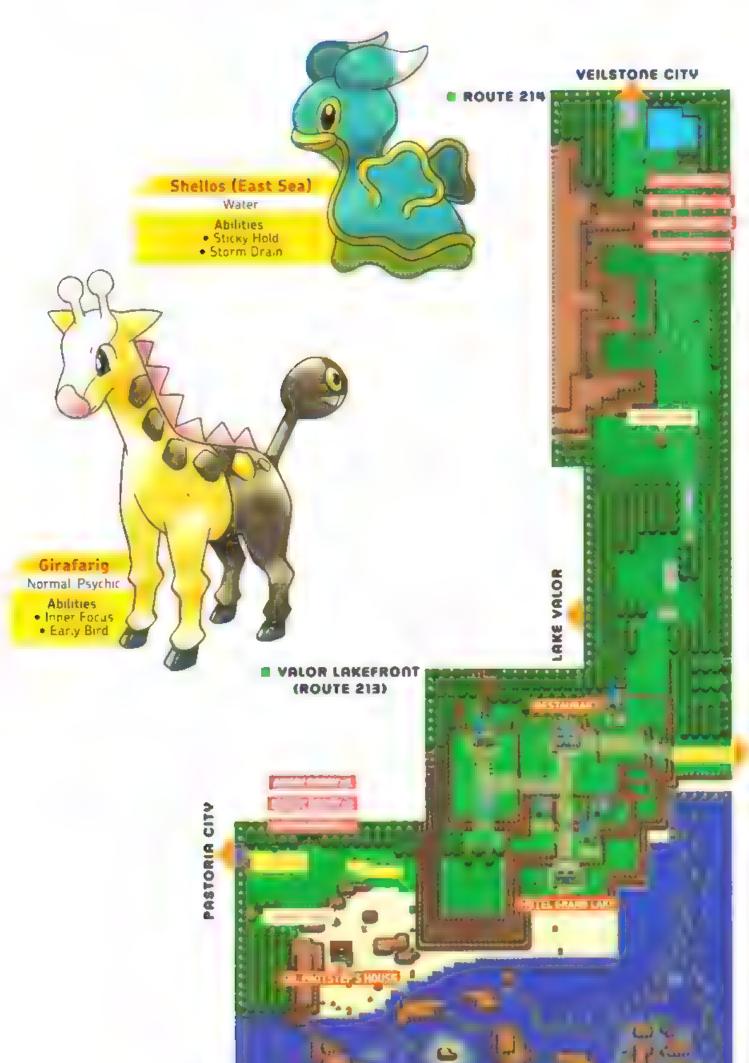
#### M VALOR LAKEFRONT

FISHING ROD

IN GRASS			
POKĚMON	M	D	N
Grafarig	1 0	ات ہ	ات ر
Geodude			
Bibarel			10
Staravia			
Graveler	10	0	A
Kricketune			



Sturdy



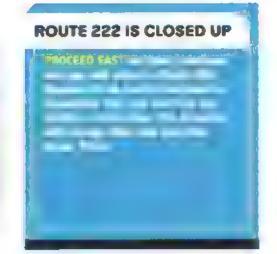
ROUTE 222



#### LAKE VALOR IS OFF LIMITS

THE ENTRANCE TO LAKE VALOR is blocked by guards who were told not to let anybody enter the lake. They say that the request was made by a man named Cyrus, who was trying to protect the lake. Head south for the Restaurant Seven Stars







#### BATTLING IS ON THE MENU

IN AN AREA SOUTH of Lake Valor is Restaurant Seven Stars. It's a unique place where you can enjoy Pokémon battles with other customers during the business hours between 9 00am and 11 00pm. A couple of customers will even want to have a Double Battle. Bring it.







140

# 3

#### USING YOUR DOWSING MACHINE TO FIND KEY

IN FRONT OF A COTTAGE, you will see a woman who has lost her Suite Key. She says that she had it when she was at the reception. Using your Poketch application Dowsing Machine, look around Hotel Grand Lake for it.







## HEAL YOUR POKÉMON AT HOTEL GRAND LAKE

AT HOTEL GRAND LAKE ON ROUTE 213, they will heal your Pokémon. Go talk to the receptionist and she will let you and your Pokémon rest there for a while. After your Pokémon's recovery, head out and go west on Route 213.







## 5 GET A RIBBON AT DR. FOOTSTEP'S HOUSE

ON ROUTE 213, you'll come across the house of a man called Dr. Footstep. Go speak to him and he'll take a look at the footsteps of the first Pokémon in your party and read its mind. If you and your Pokémon are well-bonded, he will give you the Footstep Ribbon.



#### VOU CAN'T READ MINDS WITHOUT FOOTSTEPS

in HARD in read a Pelémeu's inine without its feetstops - But if he analyzes your Polemen and feetstop it is happy with you, he will give you the Feetstop Maken.



# 6 HEAD TO PASTORIA CITY

PROCEED WEST on Route 213 and you will reach Pastoria City. There you will see the Pastoria Great Marsh where a lot of rare Pokémon can be found, and the house of the Move Tutor, who will teach moves to your Pokémon.



#### ARE TUBERS LOSERS?





# AFTER WINNING PASTORIA CITY GYM BATTLE GO AFTER TEAM GALACTIC GRUNTS THAT RAN AWAY

THE TEAM GALACTIC grunt who ran away earlier is now taking a rest on the beach on Route 213. When you catch up with him, he yells out at you and starts running again towards Lake Valor



# (F)

# AFTER WINNING PASTORIA CITY GYM BATTLE CORNER HIM AND GET RIGHT INTO A BATTLE

WHEN YOU FINALLY catch up with the grunt near the restaurant, he then runs towards Lake Valor. Get him at the entrance of the lake then he'll give up running and come after you. When you win, he says something about giving this to the commander, and then leaves.







#### AFTER WINNING PASTORIA CITY GYM BATTLE **GET SECRET POTION FROM CYNTHIA**

AFTER BEATING UP THE GRUNT of Team Galactic, you run into Cynthia, who came to look into the folklore of the lake. Speak to her and she'll give you the Secret Potion, which will cure Psyduck's headaches. Go to Route 210 to find them.



#### THE FOLKLORE OF THE LAKE

research the feliciero about an inium in the lake where a Legendary Pelemen lives. It supples as if it has semething to do with Cyrus



#### AFTER WINNING PASTORIA CITY GYM BATTLE **HEAD TO ROUTE 212 WHERE YOU HAVEN'T BEEN TO BEFORE**

HEAD BACK TO ROUTE 210 via Route 212 to use the Secret Potion on Psyduck to alleviate their headaches. You've never been to Route 212 before. Stop by at the Pokemon Mansion which has a Trophy Garden where many Pokemon frequently appear - and is the pride and joy of its owner, Backlot.







#### AFTER WINNING HEARTHOME CITY GYM BATTLE GO ON WATER USING SURF

ONCE YOU'RE ABLE TO USE HMO3 SURF, get on the wave from the beach and literally surf around. You will find some valuable items out there as well as other Trainers who will be waiting to challenge you.





#### AFTER AN EARTHQUAKE IN CANALAVE CITY GO TO LAKE VALOR TO DISCOVER THE LEGENDARY POKÉMON

GO TO LAKE VALOR to look for the Legendary Pokemon that Professor Rowan asked you to find. A sailor in Canalave City said that an explosion had taken place in Lake Valor. Does it have something to do with the Legendary Pokemon?



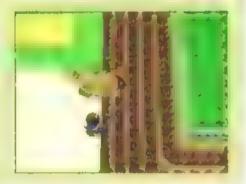
#### THE EARTHQUAKE IS TEAM GALACTIC'S FAULT

Ity came from an earthquake aused by an employion caused by an employion caused by Team Galactic. They're up to exactlying own, and R has to do to the middle of the late.



## AFTER WINNING SNOWPOINT CITY GYM BATTLE COLLECT ITEMS USING ROCK CLIMB

AFTER WINNING ICICLE BADGE at Snowpoint Gym, you will be able to use HM08 Rock Climb in the field. Climb up on rocky cliffs and check out mountains on or around Route 213 and Valor Lakefront.





## AFTER WINNING SNOWPOINT CITY GYM BATTLE GET POKETCH APPLICATION - COIN TOSS

GO TO A COTTAGE SOUTH of Restaurant Seven Stars using HMO8 Rock Climb. A man whose room was given to him by tossing a coin will give you a Poketch application - Coin Toss. Use it when you want to test your luck.





## AFTER COMPLETING SIMMOH POKEDEX SPEAK TO THE GAME DIRECTOR

AT A COTTAGE WEST of Restaurant Seven Stars, there is a man who calls himself a game director. Upon completion of the Sinnoh Pokédex, make sure you go to see him. He may have something for you.



## THERE ARE GOOD ITEMS IN THE TRASH SOMETIMES

you cain Toss, you is even discoveran item in his trash, Look ground some more and make sure you're not missing out on anything



The company that produces the Polernon series



# RUIN MANIAC CAVE, MANIAC TUNNEL

The Maniac Tunnel is a cave dug through a mountain on Route 214 by a Ruin Maniac. Cave digging continues on according to the number of the kinds of Unown you will catch.

#### **OBTAINABLE ITEMS**

ON YOUR FIRST VISIT

☐ TM28 Dig

RUIN MANIAC CAVE



RUIN MANIAC CAVE

IN CAVE			
POKÉMON	M	D	Ħ
Geodude	ج ا	į ė,	ت.
@Hippopotas	ΙΔ.		00

200 VISIT (STILL DIGGING)
PRO VISIT (MANIAC TUNNEL)





RUIN MANIAC CAVE



(TO VEILSTONE CITY)

MANIAC TUNNEL







## COMPETE WITH THE RUIN MANIAC

THE RUIN MANIAC WHO DIGS in Maniac Tunnel loves Unown. He suggests that you go capture Unown while he digs on in his cave and wants to turn it into a competition. Go capture various kinds of Unown and report to the Ruin Maniac

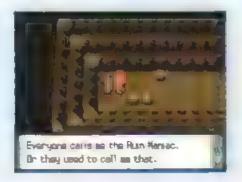






## 2 CHECK WITH THE RUIN MANIAC

ONCE YOU HAVE CAUGHT 10 KINDS of them or more, go check on the Rum Maniac. Compared to how it was in the beginning, the cave now is dug much deeper. The next check point will be after you have collected 26 kinds of Unown. Go back to the ruin to find the rest of them



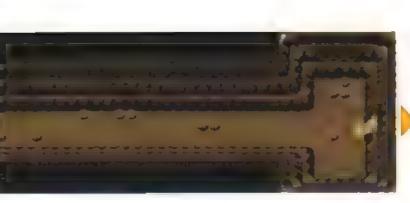




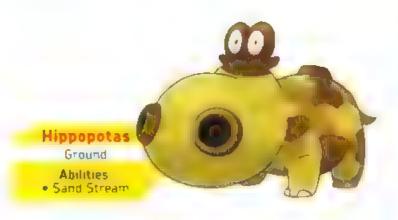
## AFTER CAPTURING ALL 26 KINDS OF UNOWN THE TUNNEL CONNECTS TO SOLACEON RUINS

WHEN YOU HAVE CAPTURED 26 kinds of Unown from A to Z, The Maniac Tunnel reaches the 3rd Stage and it finally connects to a hidden room in Solaceon Ruins. In this room you will catch the last 2 remaining ? and ! which will complete the collection of all 28 kinds of Unown.





ROUTE 214 (TO VEILSTONE CITY)





# PASTORIA CITY, PASTORIA GREAT MARSH

Pastoria City was created to protect the Pastoria Great Marsh.

From the safari observatory, you can enjoy a great command of Pastoria Great Marsh. After taking a tour, walk around the town and challenge Pastoria City Gym.



ROUTE 213

PASTORIA GREAT MARSH



# ROUTE 212

#### **OBTAINABLE ITEMS**

One of the following	☐ Persim Berry x2
Turtwig Mask	☐ Nassah Berry x2
Chimchar Mask or	☐ HM05 Defog
Piplup Mask	☐ Super Repe
☐ Potion	☐ Great Bala
Honey	Potté Ball
☐ Super Potion	☐ Arrtidote
□ Partyz Heal	
BURMY TO A BOY  Macho Brace	

Mystic Water	
☐ Red Scarf ☐ Pink Scarf ☐ Vellow Scarf	☐ Blue Scarf ☐ Green Scarf
AST IN MODELLE CUTY GYM RATT	☐ IM55 Brine

मिलियां	.1	
	ACCRECATE VALUE OF THE PARTY OF	
Air Mail	SQ	
Nest Ball	1000	- ty
Dusk Ba	1000	
duick Ball	3,000	

CALLED TO SERVICE STATE OF THE		
POKÉMON	VARIABLE	
Tentacool	0	
Winguil	Ú.	
Tentacruel		
Petipper	1	

Ho con	POKEMON	VARIABLE
014	Magikarp	0
Good	Magikarp	C
40000000	Remorald	1 O



## GET DEFOG IN THE GREAT MARSH

YOU CAN GET HM05 Defog in the Pastoria Great Marsh. Defog is an invaluable field move that clears thick fog surrounding you. Go speak to a man near the gate of the Pastoria Great Marsh and ask him for the HM





## **2** LEARN MOVES FROM A MOVE TUTOR

NEAR THE POKEMART is the house of the Move Tutor who will teach moves to your Pokémon. Give him one Heart Scale and he will teach your Pokemon moves it has forgotten



#### FIND HEART SCALE IN THE UNDERGROUND

## GVM GATTLE 4

## WAKE

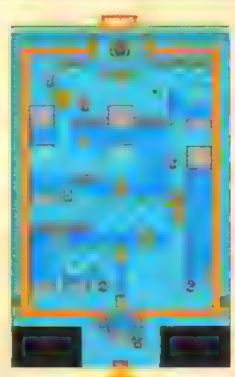
PASTORIA GYM LEADER POKÉMON TYPE: RECOMMENDED TYPES:

PASTORIA CITY GYM was designed and built as a water maze - in order for you to proceed inside you have to adjust the volume of water by pressing on three different kinds of buttons. Battle your way to the back where you finally face off against Wake. There are six Trainers in all who will challenge you. Wake will employ Water-type Pokémon - deal with him by using Grass- or Electric-type moves and you'll finsh him in no time. When you defeat him, he will give you the Fen Badge and TM55 Brine.



#### FEN BADGE

You can use HM05 Defog on the field. Make your Pokemon up to Lv50 obey your command.



	PARTY POK	ÉMON
	POKÉMON	LEVEL
	Gyarados 5	Ly27
_	Quagsire *	Lv27
	Floatzei of	Lv30
_		

POKÉMON	LEVEL	TYPE
Gyarados 5	Ly27	Water Flying
Quagsire *	Lv27	Water Ground
Floatzei of	Lv30	Water

ENTRANCE





## **GET SCARVES FROM THE SCARF GUY**

THERE IS A HOUSE NEAR A GATE leading to Route 213 where the Scarf Guy lives. Before you meet him, feed your Pokémon Poffin and have them in very good condition. He will give you five different Scarves based on your Pokémon's condition.







#### AFTER WINNING PASTORIA CITY GYM BATTLE TALK TO A TEAM GALACTIC GRUNT

AFTER YOU WIN THE GYM BATTLE, speak to a Team Galactic Grunt in front of the observatory. He will run towards Route 213 to deliver his mysterious "thing" to the lake. He will stop in front of the gate that leads to Route 213, so talk to him again.



#### **GET ONE RARE BERRY** PER DAY



## BATTLE YOUR RIVAL

Compared to the previous battle in Hearthome City, his Pokémon has leveled up several times!

#### IF YOUR STARTER WAS TURTWIG: **YOUR RIVAL WILL CHOOSE:**

Starly of	Lv28	Normal-Flying
Burze, T	Lv25	Water
Roselia C	Lv25	Grass-Poison
Manferna d	Lv28	Fire-Fighting

#### IF YOUR STARTER WAS CHIMCHAR: IF YOUR STARTER WAS PIPLUP: **YOUR RIVAL WILL CHOOSE:**

POKÉMON	LEVEL	TYPE	
Starry *	LV26	Normal-Fig	ng
Roset a *	cv25	Grass-Po s	gh .
Ponyta C	£v25	Fire	
Рт прир ~	L-428	Water	- 3
		1	4 3

## **YOUR RIVAL WILL CHOOSE:**

9



#### AFTER WINNING PASTORIA CITY GYM BATTLE HEAD TO ROUTE 213, CHASING THE TEAM GALACTIC GRUNT

THE GRUNT WHO RAN said that he was going to the lake to try and use the "thing". The lake that is in the same direction of Route 213 is Lake Valor. Chase after him towards to stop Team Galactic's evil plans.



#### SO WHAT WAS THAT THING?

west was tracting so secretively
west was tracting so secretively
was brought over from their Storage
s Velistone City. It might be related
the energy they were researching
s Galactic Veilstone Suitding

# CATCH POKÉMON IN PASTORIA GREAT MARSH

Grab your Safari Ball and run wild in Pastoria Great Marsh!

IN PASTORIA GREAT MARSH, you can play Safari games for 500 Poke Dollars per turn You'll get 30 Safari Balls to enjoy this all-you-can-catch game until you've either used up all your balls or taken 500 steps



## THROW FOOD OR MUD AT THEM

POKEMON IN THE SAFARI GAME can be caught more easily by throwing food or mud at them - but it can also make them flee. Quickly capture them while they are either eating the food and being docile, or mad and preoccupied with the mud



Makes it easier to catch them but once they eat



Makes it eas er to catch them but they get mad and run







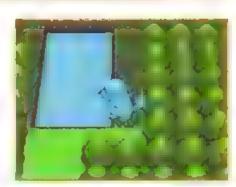


## DOUBLE CHECK IN ADVANCE FROM THE OBSERVATORY

THERE IS ONE ADDITIONAL Pokémon-of-the-day in each area of the marsh and it changes every day. Look through the telescope at the observatory to double check all the Pokémon that are available in each area and see if you will be encountering the Pokémon you want to catch.



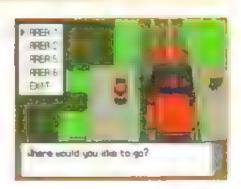
Croagunk, Skorupi, Carnivine Golduck Roselia Staravia, Marill, Azurill, Wooper, Quagsire Bidoof Bibarel





#### TRAVEL BETWEEN AREAS ON THE MARSH TRAIN

PASTORIA GREAT MARSH is divided into six different areas and you can travel between those areas on the marsh train, also known as the Quick Trams. It's crucial to use this service because you can save up on the limited number of walking steps you have per turn. Upon confirming the location of your target Pokémon at the observatory, hop on Quick Trams and shoot towards the area of your choice.



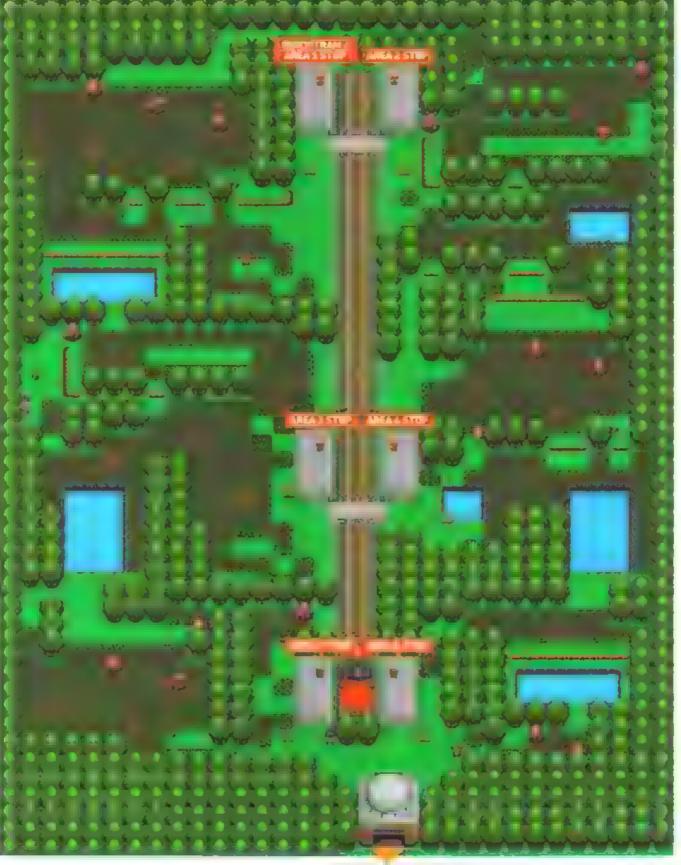
241.00





# PASTORIA GREAT MARSH MAP











### Skorupi

Poison-Bug

Abilities:

Battle Armor
Sniper

## B AREA 1

IN GUARGE				
	POKÉMON	H		H
ı	Wooper	1 4	· ·	
	Bibaret			
	Budew	()	0	£3 .
	Star y			
	Noctowi	73	- 27	0
	Hoothoot			
	Marilt	0	0	0
	Quags re		_	
	Psyduck	1,1		- 4
	6 doof		- A	A
	Azurill	- 4		40

#### AREA 4

IN CHASE			
POKÉMON	H		H
Wooper	1 - 1		
B-baret			
Budew	0	-0	8
Starty			
Hoothoot	13)	€.	0
Mars			
Quagare	0	-0	-0
Psyduck			
Bidoof	- 4	- A	-
Azurilt	-	-	-

#### ALL AREAS

AM WATER	
POKÉMON	VARIABLE
Wooper	1 0
Marvit	O
Quagsire	
Psyduck	

FISHING NOD	POKÉMON	VARIABLE
Oid	Magikarp	O
Good	Magikarp	0
	Barboach	
	Gyarados	i

#### RAREA 2

ı	IN GHASS
I	POKÉMON
h	1

POKÉMON	M	D	H
Wooper	1 .		
B baret			
Budew		0	£3
Starry			
Nortowi	22	E33	0
Hoolhoot			-
Martti	0	0	0
Quagsire			
Psyduck			
8 doof	A		-
Aprill			-

## REA S

POKÉMON		H	0	H
Wooper		~		1 4
8 bare				
Budew	- 1		0	83
Starty				
Hoothoot		23	- 23	0
Maril				
Quagsire		0	0	0
B doof				
Ameril		Δ	Δ.	4

#### M DAILY CHANGING POKEMON

IN CAVE POKÉMON	M		H
Croagunk			
Skorupi			
Carnivine	1 -	\	
Go duck			
Roselia	- (		
Starav a			
Manit	1		
Azur i			
Wooper	13		- ^
Quags re			
Bidonf	1		
Bibarel			

## B AREA B

IN GRASS	M		- 44
Wooper	1 ~		-
Broare			
Budew	0	0	- 83
Starty			
Hacthoot.	13	33	C
Marit			
Quageire	0	0	0
Psyduck			
Bidoof	A	-	-
Azumil			-

#### REA 6 MI COARE

emterito			
Wooper	1 .	1	1
Bioarei .			
Budew	10	0	स्य
Star y			
Hoothoot	2	13	0
Marri	1-4		
Duagsire	10	U	10
Psyduck			_
Bidoof		A	-
Azural		-	

#### Azurill

Normal

Abilities:
• Thick Fat
• Huge Power





Abilities:

Bamp
Water Absorb

Psyduck Golduck

FISHING ROD

Good

Magikarp
Mag karp



# ROUTE 212

Route 212 is a route of two faces, or places rather. One half is a lush property of green trees, green grass, and green with envy when you spy the luxurious Pokémon Mansion and its magnificent Trophy Garden. Then there's the other half of the route, which is full of rain, mud, and muddy puddles that will suck you in. Fun!

## ROUTE 212



ROUTE	212		
(HERRY	номе	CiTV	SIDET

BRICKLON	100		W
Mooper	1 0	LO.	-0
Bibarel	0	0	0
Krideljane III.	I Q	O	-0
Roselia.	0	0	0

POKÉMON		VARIABLE
Wooper		and an open
Quagaire		0
SIGNING		
FISHING ROD	POKÉMON	VARIABLE
mid	Manifest	TRANSCE

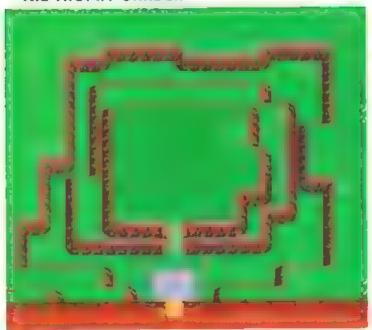
Magikarp



CUT

**SURF** 

## POKÉMON MANSION THE TROPHY GARDEN

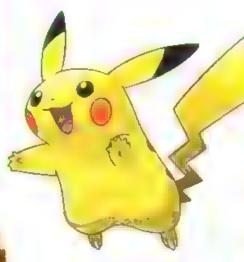


POKÉMON MANSION, 1 FL (MAIDS' ROOMS)



TROPHY GARDER

POKÉMON	H	0	H
Rosella	0	0	9
Pichu	0	- 2	- ( .
Storage Addition file liberal	· Q	0	9
Kricketune	0	0	0



Pikachu Electric

> Abilities • Static

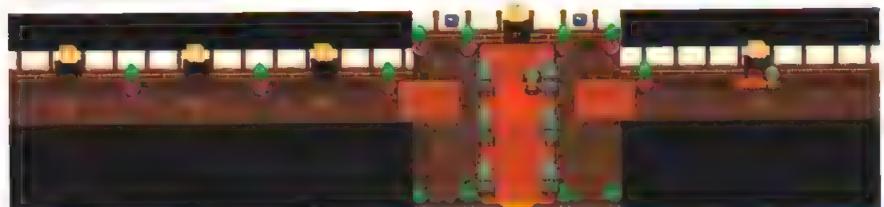


Pichu
Electric
Abilities
• Static

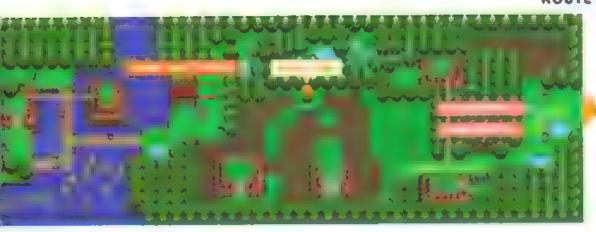
POKÉMON MANSION 1 FL (BACKLOT'S ROOM)



M POKÉMON MANSION, 1 FL



ROUTE 212



PASTORIA CITY









#### STUCK IN A PUDDLE? JUST WIGGLE IT!

LET'S FACE IT, there's no way you're going to get across this route without getting a little dirty. Worst of all, you might get stuck in a deep mud puddle! It's not a problem - just hit the d-pad a few times and jimmy yourself out of this annoying mess.

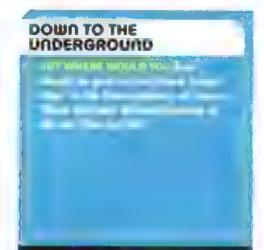




## THE TIM TRADE

THERE'S A SMALL HOUSE just west of the water, and that's where the Shard Lady lives. This lovely lady will trade you a TM for every 10 of the same color shard that you bring her. These TMs can change the weather during battles, so you might want to do a little exploring to find shards to trade her.









## COME ON AND KNOCK ON HIS DOOR...

BACKLOT IS VERY PROUD of his Trophy Garden, so might as well stop by to appreciate the unique landscaping, the beautiful foliage, and the wide variety of wild Pokemon to catch! He doesn't mind if you add a few to your collection, so build up that Pokédex with some unique catches







## FLV FOR THE CURE

CYNTHIA GAVE YOU a Secret Potion to cure Psyduck's headaches, so it's time to put it to work. Head back to Route 210 using a shortcut, or use HM02 Fly to go from Hearthome City to Solaceon Town,







## YOUR GENEROUS BENEFACTORS

People who will give you stuff.

AS YOU TRAVEL through Sinnoh, you'll meet many people who will give you different items and accessories, but only if you show them your Pokemon or meet certain conditions. Who are these people and what do they want from you? Read this list to find out...

#### **FIVE KINDS OF SCARVES**

## THE SCARF GUY

Keep your Pokemon well-fed with Poffin, and this man will give you different scarves based on the condition of your party Pokemon



#### POKÉ BALL

#### NEWSPAPER OFFICE IN SOLACEON TOWN

The newspaper man will tell you what type of Pokemon he wants to see, so bring him what he wants the same day, he will give a Poke Ball Don't show him the same Pokemon again - what he wants changes every day.



#### SEVEN KINDS OF RIBBONS

#### JULIA IN SUNYSHORE CITY

Julia is a bit lonely, anxiously awaiting the return of her husband, a sailor at sea. She could really use some company, so if you talk to her a bit and answer her questions, she'll give you a different ribbon each day.



#### SIXTEEN KINDS OF ACCESSORIES

## YOUNG LADY IN A HOUSE IN VEILSTONE CITY

Visit this charming woman once a day so one of your Pokemon can receive a relaxing massage. As part of the experience, she will give you one accessory.



#### **EFFORT RIBBON**

## YOUNG LADY AT SUNYSHORE MARKET

If your lead Poxemon's stats have gone as high as they could go, this beautiful maiden will give you the Effort Ribbon as a reward to use on that Pokémon.



#### THREE KINDS OF ITEMS

#### AN OLD MAN IN A HOUSE ON ROUTE 221

The old man has a thing for strength and expertise and so will ask to see a Pokemon of a certain level. In exchange he will give you the Black Belt, the Expert Belt, or the Focus Sash. Come on three different days to collect all three



#### FOOTSTEP RIBBON

#### DR. FOOTSTEP ON ROUTE 213

As his name indicates, Or Footstep can tell a lot by looking at a Pokémon's footsteps. If your lead Pokémon is happy, he will reward you with a Footstep Ribbon.



#### **MACHO BRACE**

#### A BOY IN A HOUSE IN PASTORIA CITY

This kid really likes Burmy, so if you show him the three different kinds (Plant Cloak, Sandy Cloak, and Trash Cloak) he'll thank you with a Macho Brace





# CELESTIC TOWN

Celestic Town is a town of history and tradition, exemplified best by the fresco of ancient Pokémon in the center of town. But things aren't always so rosy, and it's up to you to rid the town of that pesky Team Galactic Grunt casting a pall over this revered landmark.





ROUTE 210

### OBTAINABLE ITEMS

ROUTE 211 (TO MT. CORONET)

Poxetch application: HM03 Surf
Analog Watch

THE RESERVE	
Air Mail	1 50
Dusk Bull	1000
Quick Bat	1000
Timer Ball	1000
4 00am 10 00am	Choice Specs
10 00am - 8:00pm	Black Glasses
8:00pm - 4 00am	Wise Glasses

POKÉMON		VARIABLE
Psyduck		0
Golduck		
FISHING		
FISHING ROD	POKEMON	VARIABLE
Ord	Magikarp	0
Good	Magiltarp	Ó
Production .	Barboach	10



## **WATCH YOUR POKÉTCH**

THERE'S A SMALL HOUSE west of the Pokémon Center, and inside is a man with an upgrade for your Pokétch. He'll give you the Analog Watch – a timekeeper that indicates the hour and minute with long and short hands. You don't have to use it, but it's always nice to have a choice.



#### **MESPRIT AT LAKE VERITY?**

Emotion - Mappin, Maybe year rival man right about that rare Politimes tarter as



## 2 SHOP AT HOME

THERE MIGHT NOT BE a Pokémart in Celestic Town, but a couple living in the upper west side has got you covered. Head to this small residence to find an old lady on the right selling the usual Poké Balls and Potions, and an old man on the left selling mail.



#### THE MYTH OF CREATION

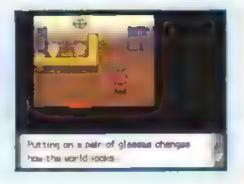
the word on the street, but a beging meet in how hells you that the Simon region was created by Pelismon. Looks tike those ruins in the center of town warrants forther investigation.





## 3 SEEING THINGS

YOU'RE NOT THE ONLY visitor to the small shop, and there's something to be gained from this man as well. Depending on when you talk to him, he will give you a pair of glasses. There are three different types of glasses – for morning, day, and night – so plan your shop visits accordingly.



#### ULTRA FRIENDLY

certainly are a friendly let - and a penerous let, if you approach we the right way. The man on the first lace of the Potemon Center will give you an Ultra Ball if your lead Potemon to friendly. You can come mack for more as much as you want, but only once it



## GRAPPLE WITH A GRUNT

IT SEEMS SMALL town living doesn't agree with this crook - because there's nothing exciting for him to do, he's threatening to blow up the town and its rums. Threats like that just won't stand with such a stalwart character as yourself, so teach this Grunt a lesson by defeating him soundly in a Pokémon battle, driving him away and clearing the path to the rums.







AS THE HERO of the day, you'll be approached by an old lady who just happens to be Cynthia's grandmother. Good thing too – you still have that Old Charm that Cynthia asked you to pass along to her. After this pleasant exchange, the old woman will give you a tour of the ruins.



# KNOWING IS HALF THE GATTLE IF YOU HEAD

## 5 SURFIN' THE SINNOH REGION

CYNTHIA'S GRANDMOTHER will give you some of the scoop about the fresco and the history of Sinnoh, but she's got an even better gift for you - HM03 Surf. The only catch is that you can't use it yet, since you'll need to defeat Gym Leader Fantina in battle first. Better check to see if she's returned to the Gym in Hearthome City







#### SPEAKING WITH CYRUS

LEAVING THE RUINS, you'll find the blue-haired man you met back on Mt. Coronet waiting for you. You might not have known his name before, but you'll certainly remember it now, as he introduces himself as Cyrus, leader of Team Galactic! You might not have much to tell him now, but he wants a scoop should you find out about the power behind the legend...

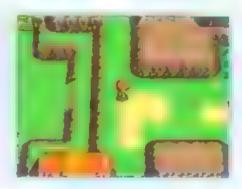






## HEARTHOME IS WHERE THE BADGE IS...

YOU NEED the Relic Badge in order to use HMO3 Surf. And you need the Relic Badge in order to compete in the Sinnoh Pokemon League. So what are you waiting for? Time to head back to Hearthome City, where Gym Leader Fantina awaits.





## DAILY LIFE IN SINNOH

## Events and battles that change every day

THE CLOCK NEVER STOPS TICKING in the region of Sinnoh, even when you're not playing. Monday to Sunday, and all the hours in

between are present in the game, and there are activities for active Trainers every day of the week. Check out some of the daily events here

#### **NEW TRAINER TO BATTLE EVERY DAY**

#### 1 FL OF JUBILIFE TY IN JUBILIFE CITY

Television is an exciting business, so it figures that there's a new Trainer to battle every single day in the studios of Jubilife TV. And to make it even more exciting, there's always an audience on hand to witness the action.



#### **NEW TRAINER TO BATTLE EVERY DAY**

#### THE SEVEN STARS RESTAURANT BY LAKE VALOR

Drop in during business hours (9am - 12pm) to check out some hot battles inside this trendy locale. The menu may not be different, but the Trainers change daily



#### PLAY THE LOTTO FOR PRIZES

#### 1 FL OF JUBILIFE TV IN JUBILIFE CITY

While you're in the tobby at Jubilife TV, why not play the Pokemon Lotto? Prize items change daily, so it's always worth a second (and third) look



#### PURCHASE STICKERS FOR YOUR POKÉ BALL

## S INVSHORE MARKET IN SUNYSHORE CITY

Want to add a little flair to your Poke Bails? Head to the market and check out the ever-changing selection of stickers - from music to flowers to bubbles, there's a wide variety of designs, but the selection changes every day.



#### EXPAND YOUR VOCABULARY

#### AN OLD MAN IN A HOUSE IN SNOWPOINT CITY

Ever wanted to bone up on those big, standardized-test-caliber words? This old man is willing to help you out once a day, with such vocabulary as "compulsory education" that is sure to leave rival Trainers' heads spinning



#### FIVE KINDS OF BERRIES

## PICK & PECK OF COLLERS FLOWER

All these beautiful flowers, and there's yet another reason you might want to visit this store regularly. Talk to the woman with long black hair and she will give you one of five different kinds of berries every day.



#### SEVEN KINDS OF BERRIES

#### A YOUNG LADY IN A HOUSE IN PASTORIA CITY

Pay this sweet young woman a visit and she'll be happy to give you a gift of a berry. Not only are there 17 different kinds that she gives out, but they're all rare, making the treat even sweeter



#### TWENTY SIX KINDS OF BERRIES

#### BERRY MASTER ON ROUTE 206

The Berry Master knows a lot about berries and he would love to share that knowledge, along with the berries in his collection, 26 different kinds at all Drop by each day for a new lesson in berryology!



HOUTE EID (TO JUSINIER CITY)

# CANALAVE CITY

If you ever decided that it was a sailor's life for you, then Canalave City is the place to be. This exotic port town is home to numerous boats, a canal that splits the city in two, and the useful Canalave Library.

## OBTAINABLE ITEMS

ويجب منعبرين	MINE.
TM48 Skill Swap	
AND INCIDENT	all saches and control
Mine Badge	TM91 Flash Cannon
C tenue cutala	Carried College

Joji di ta	
HERCHANT O	THE LEFT!
Atr Mail	50
Durck Ball	1000
Timer Ball	1000
Repeat Rall	1000



POKÉMON		VARIABLE
Tentacoot		0
Wingust		٥
Tentacruel		
Pelipper		
FISHING ROD	POKÉMON	VARIABLE
Old	. Magikarp.	0
	Magikarp	



Swift Swim
 Storm Drain



#### THE POWER TO FORGET

IT TAKES A LOT of time and patience to be really happy with your Pokemon's stats and moves. Until you reach that point, you'll find the services of the Move Deleter to be incredibly useful - he can make your Pokemon forget any move they've learned, even HMs! This is great for freeing up slots for new learned moves and TMs.







## **2** CROSS THAT BRIDGE

THE CANALAVE GYM is on the other side of the canal, so you'll have to use the bridge to get there. Alas, it seems your rival has beaten you there, and now you'll need to battle him if you want to progress any further. His Pokémon are much stronger than you remember, so best to stock up and heal up at the Pokémart and Pokémon Center before trying to cross



## BATTLE YOUR RIVAL

Not only have his Pokemon gone up by as much as seven levels, but he's also added another Pokemon to his team roster for a total of five.

#### IF YOUR STARTER WAS TURTWIG: **VOUR RIVAL WILL CHOOSE:**

POKÉMON	FEAET	TYPE
Starav a of	Lv 31	Normal Flying
Bu ze *	Lv 32	Water
Heracross of	Lv 30	Bug-Fighting
Rose a *	Lv 32	Grass Polson
Monferno of	1 Lv 35	Fire-Fighting

#### IF YOUR STARTER WAS CHIMCHAR: **YOUR RIVAL WILL CHOOSE:**

POKÉMON	LEVEL	TYPE	
Staravia J	Lv 31	Norma - Flying	
Roser a *	Lv 32	Grass-Poison	
Heracross C	1 Lv 30	Bug-Fighting	-1
Ponyta *	LV 32	Fore	
Prinptup C	Lv 35	Water 1	10
			1
			late.

#### IF YOUR STARTER WAS PIPLUP: **YOUR RIVAL WILL CHOOSE:**

EVEL TYPE
v 31 Normai Flying
v 32 Water
v 30 Bug-Fighting
v 32 Fire
v 35 Grass



## SECRETS OF THE LOCAL LIBRARY

THE CANALAVE LIBRARY is well-known throughout the land and for good reason - they have a huge collection of books about the myths and legends of the Sinnoh region. Given your recent misadventures, you should check out every book on the 3 FL, where you can find out more about those Legendary Pokémon you keep hearing about.



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## **BUILD UP AT IRON**

IN A TOWN with so many boats, it would be a shame if you didn't get at least one ride. If you head to the harbor in the south of town, a sailor named Eldritch will offer you a ride to Iron Island, where you can train your Pokemon for the upcoming Gym battle





## GVM GATTLE

#### BYRON

POKÉMON TYPE: STEEL

RECOMMENDED TYPES: FIRE, WATER

CANALAVE CITY GYM has four floors, but it's no straight-up climb. You'll need to take lifts up and

down in order to navigate between the twisting walls until you finally reach Byron on the 4 FL. You way will be hampered by seven Trainers scattered throughout the floors. When you finally reach Byron, be prepared for a Steel-type barrage that is easily countered with Fire-, Water-, Ground-, and Fighting-type moves. For all your hard work, Byron will bestow upon you the Mine Badge and TM91 Flash Cannon.



Bronzor   Lv36 Stee	Stee- Ground
Andreas . Range marks	2166 0.08.10
Bastrodon 7 Lv39 Roci	Rock-Steet



The MINE BADGE allows use of HM04 Strongth on the field, and ensures that all Pokemon up to level 70 will obey your commands.

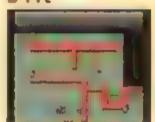
m 2 FL



# 4 FL



B 1 FL



■ 3 FL



ENTRANCE



## AFTER WINNING CANALAYE CITY GYM BATTLE WHAT DOES HE WANT NOW?

AS YOU COME OUT of the Canalave City Gym after you've won the battle against Byron, you'll see your rival at the exit who was waiting for you. Being always in a rush, he just tells you to come to the library and gets back on his way. Hurry up and go after him.





## AFTER THE BATTLE AT CANALAVE CITY GYM PROFESSOR ROWAN'S STORYTIME

HEAD TO THE 3 FL of Canalave Library again, where Professor Rowan and his assistant are waiting for you. Just when your rival thinks he has elsewhere to be, Professor Rowan tells him to stay - he's got some things to tell you about Pokemon Evolution.



#### FAMILY MATTERS

is beat, taking passengers to iron sland. But he's got a family waiting or him back home, and if you return to his house after serving the serving of the se



#### AFTER THE BATTLE AT CANALAYE CITY GYM PROFESSOR ROWAN'S REQUEST

THAT PROFESSOR ROWAN, always asking favors... well, not so much. But he wants the three of you (you, your rival, and his assistant) to go find the Legendary Pokémon that live in the three lakes in Sinnoh. So your rival is off to Lake Acuity, his assistant to Lake Verity, and you? To Lake Valor you go!





## AFTER THE BATTLE AT CANALAYE CITY GYM SHAKE, RATTLE, AND ROLL

AN EARTHQUAKE HITS! It's just a natural disaster, right?

Nope. When you head outside, turns out the whole thing was caused by Team Galactic setting off explosives near Lake Valor. Is something wrong with the Legendary Pokémon there? Better get yourself to Lake Valor before it's too late.





# IRON ISLAND



Iron Island is just off the coast of Eterna City. It's long past its glory days of crystal mining but has experienced a second renaissance as a training ground for the Pokémon Trainers of Sinnoh.





OUTSIDE



- ☐ from Bad
- ☐ Escape Rope
- Super Repet
- Max Ether ☐ TM23 fron Tall
- ☐ Letra Bail
- Magnet
- Mail Potion
- ☐ HP Up
- ☐ Pokemor Egg
- Shiny Stone

#### 0 1 FL









#### OUTSIDE

POKÉMON	VARIABLE
Tentacool	0
Winguil	į į
Tentacrust	1
Pelipper	

FISHING ROD	POKEMON	VARIABLE
Old	Magitary	0
Good	Magikarp	0
1 41 41	Finneon	0

#### III I FL

IN CAVE			
POKÉMON	M		H
Geodude	0	167	
Grave er	23		,
Zubat	,		0
Go bat			
Onus	101	0	0

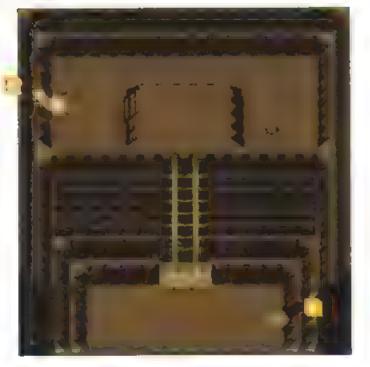
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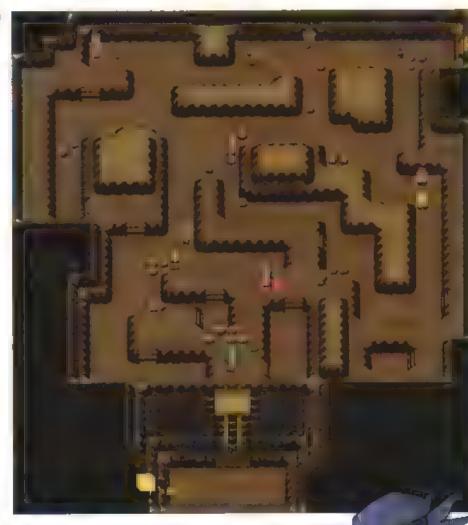
IM-GANE			
POKÉMON	Н	D	N
Graveler	, 5,	ā	ن
Gorbat			
Onex	0		,
Georgiude		A	A

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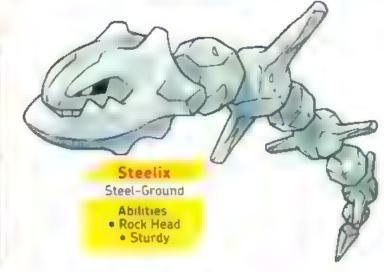












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M.CAMP			
POKÉMON	H	0	N
Gravelet	, 3	ly.	-
Onix	0	·	
Golbat		-	1 3
Stee ix			
Geodude			A 10

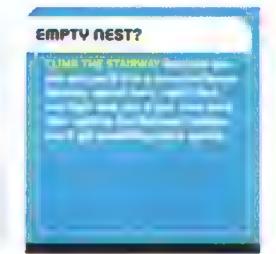


REFY

## ALL ABOARD

TAKE THE BOAT out of Canalave City and head to from Island. Climb the stairs to the east, enjoying your last bit of sunshine here before you enter the cave. Looking north, you might notice the exit to the cave, but right now, your major concern is heading down into the depths...







## 2 WHAT'S UNDER THAT HAT?

HEAD OOWN to B2F to meet Riley, a dapper young man who makes as much time for Pokemon as he does for fashion. He's a bit concerned about all the commotion among the Pokemon 'round here, so the two of you will end up exploring the cave together. He certainly won't drag you down - after every battle, he heals your Pokemon's HP and PP!





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## TRAINER + TRAINER = DOUBLE BATTLE!

TAKE THE LIFT and you'll find the passage blocked by two Team Galactic Grunts. The odds might have been against you before, but with Riley and his Lucario on your side, it's all fair in love and Pokemon battling.





## 4 HELLOS AND GOODEVES

YOU MUST HAVE MADE a good impression on Riley, because he decides to give you a Pokemon Egg as a present, one which will eventually hatch into Riolu if you carry it around Unfortunately, it's a bittersweet present, as this is where you and this tailored Trainer will part.



# TOU CANNOT ACCEPT TO THE



## CARDED

#### Your Trainer Case and Trainer Card

SO MUCH TO DO, so much to say about you... luckily your Trainer Card is around to keep track of everything and say it all. It keeps the records of your adventure, like the Pokémon

you've seen, and how long you've spent on the road. The Trainer Card changes from time to time, so check it occasionally to see your progress

## **ALL ABOUT THIS**

## BRAVE TRAINER

THE CARD KEEPS RECORDS of your allowance, how many Pokemon you've seen, how much time you've played, and even the date you started the game. On the back of the card (hit 'A') you'll see the results of any battles you've played over wireless, as well as any trades. The most notable part of the card is the score – which increases based on your activities in the game. The more you play, the higher the score will be.









## SPIT AND SHINE

while You shouldn't spit on your DS, you should tap the button on the bottom screen while the Trainer Card is on-screen to open your Trainer Case and see the Gym badges that you've earned. If you've never opened it before, your badges might look a little dull. Rub them with the stylus to shine them up until they sparkle

There are 5 conditions to be met over the course of the game, each of which will upgrade your Trainer Card The cotor will change and a star will be added, to indicate your skill level as a Pokemon Trainer Work hard at the following goals to prove yourself a superb Trainer.



#### FIVE BY FIVE

THERE ARE 5 CONDITIONS to be met over the course of the game, each of which will upgrade your Trainer Card. The color will change and a star will be added, to indicate your skill level as a Pokemon Trainer Work hard at the following goals to prove yourself a superb Trainer.





# LAKE VALOR



VALOR LAKEFRONT

Lake Valor has special significance in the water-abundant Sinnoh region because it is where the Legendary Pokémon Azelf lives. But now Team Galactic is causing some explosive trouble in the area, trying to seize this elusive Pokémon for themselves.





#### VALOR CAVERN



#### LAKE VALOR

PAREMAN			
Bibarel	10		V
Psyduck			
Changiang	0	0	-0
Staravia		_	
Nectoul	83	. 83	0

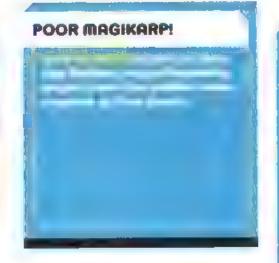
FORCHON		- VARIABLE
Psyduck		( 6
Golduck		
FISHING ROD	POKEMON	VARIABLE
FISHING ROD	POKEMON Mag karp	VARIABLE
and the latest designation of the latest des		



## A DROUGHT OF MORE THAN IDEAS

YOU MIGHT NOT HAVE wasted time in heading over to Lake Valor, but it's too late - in addition to causing an earthquake in Canalave City, the Team Galactic explosives have completely dried up Lake Valor! Apparently they've stuck around to admire their handiwork, as Team Galactic Grunts are everywhere.







## 2 TOO LATE!

TEAM GALACTIC proudly declares that they already have their hands on the poor Legendary Pokemon. What are you going to do? Well, you're going to enter the cavern in the center of the lake, that's what. And you're going to challenge Saturn, a Team Galactic Commander. Bring it!



## GALACTIC BATTLE

#### SATURN TEAM GALACTIC COMMANDER

LIKE THE MULTIPLE RINGS of the planet, Saturn has many different types of Pokémon. You'll need to be flexible with your team. Lay the smackdown on Alakazam with Bug-, Ghost-, or Dark-type moves. Take out Toxicroak with Ground-, Flying-, or Psychic-type moves. And Bronzor? Well, some Fire-type moves should do the trick.

#### PARTY POKÉMON

POKÉMON	LEVEL	TYPE
Kadabra of	, Lv 35	Psychic
Stonzor	Ev 35	Stee Psychic
Toncroak Q	Lv 37	Poison-Fighting



## **VERIFY AT VERITY**

EVEN AS YOU humiliate Saturn in battle, things are not looking rosier. It seems almost like you were a stalling tactic - his co-worker Mars is after another Pokémon at Lake Verity! That's where the Professor sent his assistant - are they airight?







# LAKE VERITY (SECOND VISIT)

Maybe it's too late, as Team Galactic has already arrived and taken over the lake, but it's not too late to save Professor Rowan and his assistant.



#### VERITY LAKEFRONT (TO TWINLEAF TOWN)







#### IN THE NICK OF TIME

TEAM GALACTIC move pretty quickly, and when you arrive. Lake Verity's swarming with Grunts. Professor Rowan and his assistant are doing their best to fight them off, but the odds are against them. Maybe you can even the odds...



#### THE RIGHT TIME



## **ASSIST THE ASSISTANT!**

PROFESSOR ROWAN'S assistant is doing their best, but things aren't looking good for this wily Trainer. Head out in the grass bush to find them battling desperately against Mars - if you talk to Mars, you'll swap places and end up in a truly cosmic battle.



## GALACTIC BATTLE

#### MARS

#### **TEAM GALACTIC COMMANDER**

MARS IS A FIERCE combatant, with a mix of Pokémon that might present a problem to a less-prepared Trainer. but not to one with Electric-, Ice-, Psychic-, or Rock-type moves to take out her Golbat, Fighting-type moves for her Bronzor, and Fire-type moves to put her Bronzor (and her plans) to rest.

#### PARTY POKÉMON

POKÉMON	LEVEL	TYPE	
Gothat y	Lv 37	Po son-Fiying	
Branzar	LV 37	Stee Psychic	
Purugly Q	, Lv 39	Normal	



## **ACCELERATE TO ACUITY**

YOU MAY HAVE defeated one of their commanders, but you haven't put the kibosh on Team Galactic's plans at all - they've spirited off with the Legendary Pokemon Mesprit. But all is not lost, as there's still one lake with a Legendary left. Best make your way to Lake Acuity post-haste.





# ROUTE 216, ROUTE 217, AND ACUITY LAKEFRONT

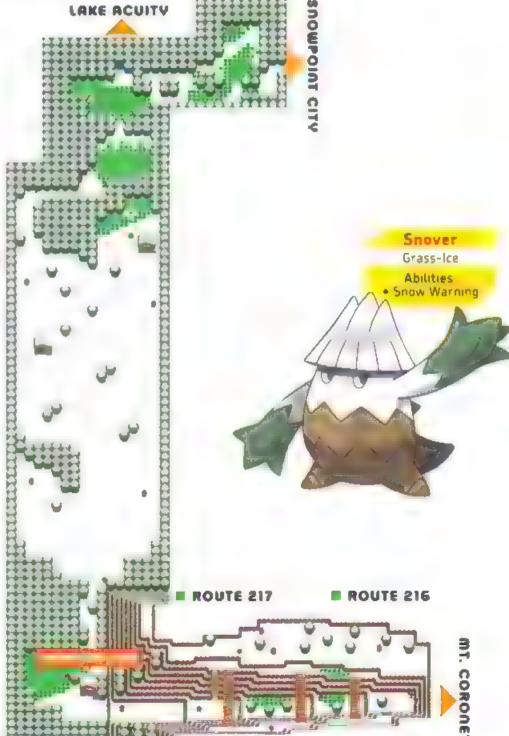
ACUITY LAKEFRONT

Snow falls from Mt. Coronet, blanketing the landscape in a thick white snow. As tempting as it is to avoid the blizzard by hiding inside with some hot chocolate, you have an important mission to undertake, and so you must make your way through the deep blankets of white.





ROUTE 217





#### THE WINTER WEATHER WALK

IT'S GOING TO BE a tough trek to Snowpoint City, since as the name indicates, it's snowing. Snowing enough that the routes on the way are completely covered and you might have a bit of trouble getting though the snow drifts. Just take your time, moving slowly, and you just might be able to avoid getting really stuck.



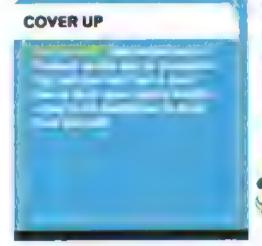




## SETTLE DOWN FOR A SHORT WINTER'S NAP

WHAT A LOVELY little lodge, nestled here at the intersection of Route 216 and 217. Even lovelier is the cozy little bed in the room, especially when you need a rest. Walk up to the bed and press 'A' to completely restore all of your Pokemon's HP and PP. This is the only place to rest before Snowpoint City, so make the most of it.

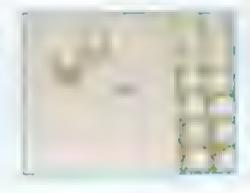


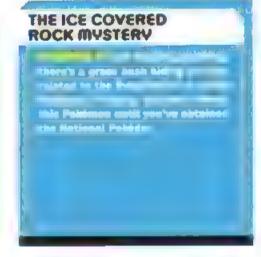




## SENSE OF SNOW

BEHIND YOU it's white, in front of you it's white - the snow makes everything all white and hard to see! It's so thick and deep that you can't even use your Running Shoes or Bicycle. The only way to cope is to go through it slowly, and make sure you don't miss any good items.







#### BE A MOUNTAIN CLIMBER

A FEW SOULS are brave enough to make their homes on this snowy route. And if you're brave enough to stand the cold, check the ground near the home on the east carefully for something hidden under the snow – you'll be rewarded with HMO8 Rock Climb.





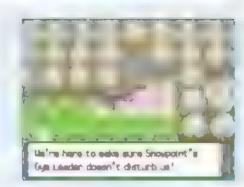






## (DON'T) BREAK ON THROUGH TO THE OTHER SIDE

YOU WERE ALL SET to head to Lake Acuity, but unfortunately, your path is blocked by two Team Galactic Grunts. They can't be talked into moving, and you can't force your way past. What to do? Best to kill time by challenging the Gym Leader in Snowpoint City.







## ROCK CLIMB YOUR WAY TO NEW ITEMS

AFTER WINNING the Icicle Badge, you should be able to use the HMO8 Rock Climb. And what use is that? Plenty, actually, since you can head back to Route 216 and climb up the craggy cliffs to access the TM13 Ice Beam – definitely a plus to have in battle.







## AFTER THE BATTLE AT SNOWPOINT CITY GYM FINALLY, LAKE ACUITY

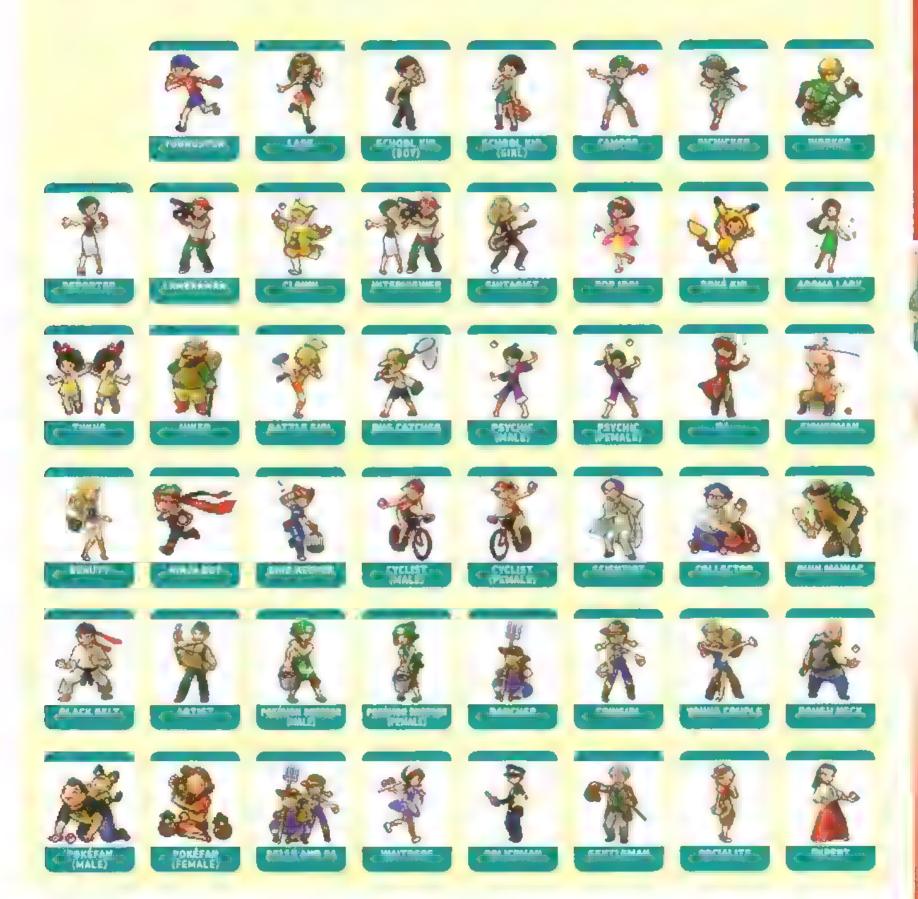
APPARENTLY winning the Icicle Badge means some R-E-S-P-E-C-T for you, 'cause now the Team Galactic Grunts will move out of your way, allowing you to enter the lake. Your rival should be there - is he okay?





# POKÉMON TRAINER CATALOGUE 1

Remember when you battled those twins, or that cyclist? Here's a list of all of the types of Trainers you've encountered thus far on your quest throughout Sinnoh. How many do you recognize?





# SNOWPOINT CITY



What a beautiful world of silvery white snow! You might want to take a look around, but don't forget that you're here for one thing above all: your seventh Gym badge.

## OGTAINABLE ITEMS

AFTER WIND	LINE SHOWPOINT
The second second	The same of the sa
CITY SYM BA	
☐ Iricle Badge	☐ TM72 Avalanche

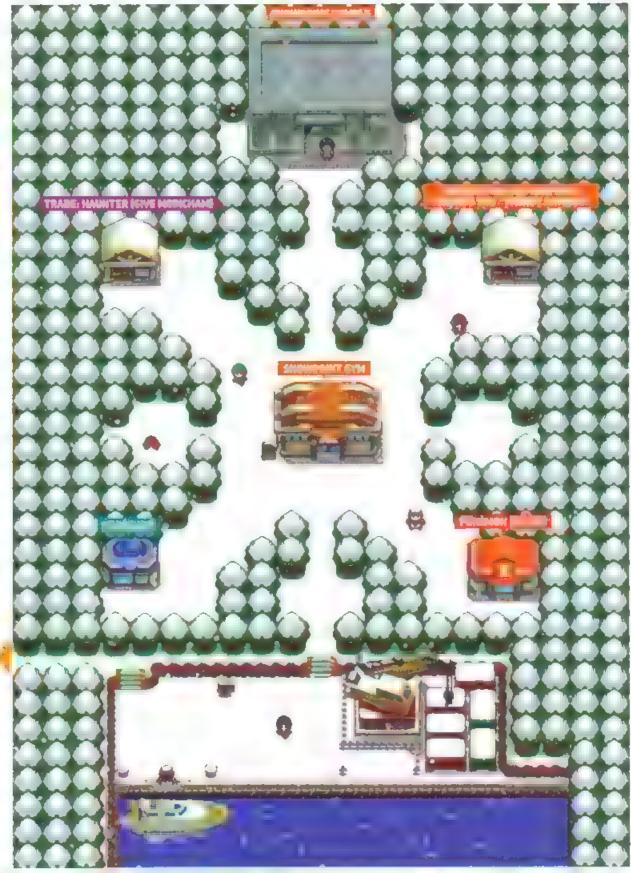
Snow Mari 50 Dusk Ball 2000	THE PERSON NAMED IN		
		C 1 C 2 V	\$
Dusk Balt 2000	Snow Mari	50	
	Dusk Ball	1000	
Ou ch Bat 1000	Ou ch Bat	1000	





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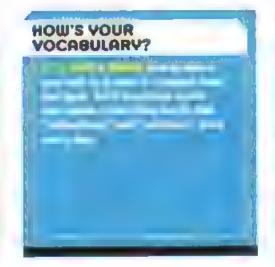




## 1 NOT FOR TOURISTS

NORTH OF SNOWPOINT CITY GYM is Snowpoint Temple, and it looks like a pretty impressive place. Unfortunately, you cannot enter right now. A woman will stop you, because it's not open to the public. At least, not open until you receive the National Pokédex...







## GVM GATTLE T

# CANDICE SNOWPOINT GYM LEADER POKÉMON TYPE: RECOMMENDED TYPES:

WHEN YOU ENTER Snowpoint City Gym, you'll have to work your way around the Gym, sliding down and crushing snowballs until you finally reach Candice at the top. Six Trainers will block your path to this cute but clever Gym Leader. When you finally approach her on the dais, you'll find that the three f's will serve you best: Fire-, Flying-, and Fighting-types. For your own cunning efforts, you will be awarded a licide Badge and TM72 Avalanche.



LEVEL	TYPE
L+38	Grass Ice
Lv38	Qark Ice
Lv40	Fighting-Psychic
Lv42	Grass-Ice
֡	Lv38



The ICICLE BADGE will allow you to use HM08 Rock Climb on the field.



ENTRANCE



## BACK AGAIN

NOW THAT YOU'VE DEFEATED the Snowpoint City Gym, those Team Galactic Grunts are ready to give you the space you crave by getting out of your way and letting you proceed on to Lake Acuity Time to check on that Legendary Pokémon!







# LAKE ACUITY

Lake Acuity is the last of the three lakes that represent Sinnoh, along with Lake Valor and Lake Verity. Each had its own Legendary Pokémon, but now it looks like you're too late to save the third...



ACUITY LAKEFRONT (TO SNOWPOINT CITY)

PEKÉMON	M	D	M
Bibarel	16	U	7
Psyduck			
Sneasel	0	C	0
Chinging	_		
Noctoral	£3	- 23	10.

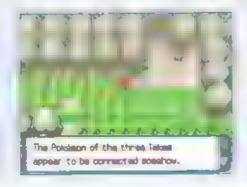
POKÉMON		VARIABLE
Psyduck		, 0
Golduck		
- marefulper up		
- TOPPER		
FISHING ROD	POKÉMON	VARIABLE
	POKÉMON Magikarp	VARIABLE
FISHING RUD Old Good		VARIABLE





### STEP ASIDE, STEP ASIDE

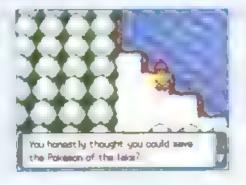
THE TEAM GALACTIC GRUNTS will allow you to pass now that you have an Icicle Badge in your possession. What were they guarding, pray tell? And what's happening now?





### RIBBING YOUR RIVAL

WHILE YOU WERE OFF defeating Candice, looks like your rival was engaged in a thrilling battle of his own, but with less successful results. He's been soundly beaten by Team Commander Jupiter, and he's feeling pretty bad about it. Of course, it's even worse when Jupiter is laughing right in his face





### OFF TO VEILSTONE!

IN A NOT-VERY-SUBTLE WAY, Jupiter lets you know that the Team Galactic headquarters are located in Veilstone City. She also tells you that there's not a thing you can do but honestly, you don't even know what they're up to with those Legendary Pokemon! There's only one way to find out, and that's to head over to Veilstone City anyway and sneak into their base.







# GALACTIC STORAGE AND THE GALACTIC VEILSTONE BUILDING

Team Galactic's headquarters is split between these two buildings in Veilstone City, which you only briefly glimpsed during your last visit here. The two are connected by an underground passageway, which what you'll need to sneak into to save the Legendary Pokémon trapped inside.

- Dusk Stone
- ☐ TM49 Snatch TM36 Sludge Bomb
- ☐ Max Revive
- Master Bal
- ☐ Galactic Key ☐ TM21 Frustration



#### STORAGE



VEILSTONE CITY

#### BUILDING BIF



BUILDING 4 FL



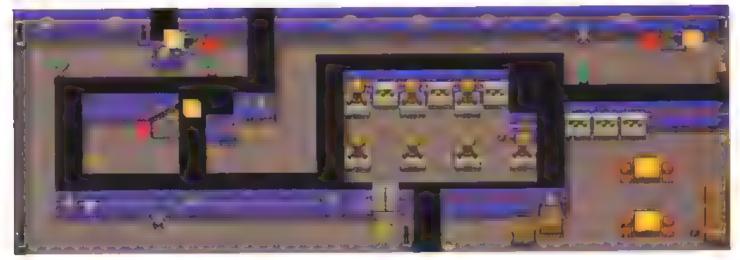




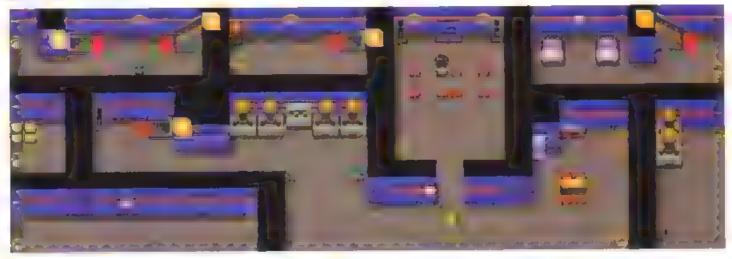
#### BUILDING 4 FL (1)



#### F BUILDING 3 FL



#### 9 BUILDING 2 FL



#### . BUILDING 1 FL



VEILSTONE CITY

VEILSTONE CITY





### THE KEY TO INFILTRATION IS A KEY

GOT THE STORAGE KEY? It's with the Team Galactic Grunt in front of the Galactic Veilstone Building, so finagle it out of him, because you need it to get into Galactic Storage, by way of the rusted door. Take the stairway to head further back





### 2 A NEW KEY

THE TEAM GALACTIC headquarters wasn't exactly designed for accessibility, so you'll make your way toward the back by using the stairs and warp panels. You'll need to get to the center of B2F, because there's another key you'll need if you hope to proceed further - the Galactic Key









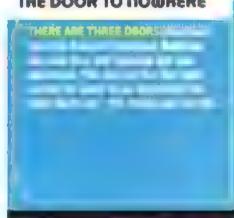


### 3 UP AND AT THEM

NOW THAT YOU'VE GOT the Galactic Key clutched tightly in your hand, head to the Galactic Veilstone Building and enter though the left door or the one in the middle. In the center of the room is the locked door. Yep, now's the time to use the key. Open the door and proceed to the 4 FL where Cyrus awaits.



#### THE DOOR TO NOWHERE





### 4 A LITTLE R-AND-R

IT LOOKS LIKE even Team Galactic needs to take a siesta once in a while, and they've got two little beds hidden away in the stairway between the Z and 3 FL. Stand in front of one of the beds and hit 'A' to rest, restoring your Pokemon's HP and PP. The battles ahead are challenging, so don't be afraid to take advantage of this well-placed oasis.







### GALACTIC BOSS BATTLE

#### CYRUS **TEAM GALACTIC BOSS**

CYRUS MAY look tough, but all of his Pokemon are vulnerable to Rock-type moves. And not only that, but you could always throw some Electric- or Ice-type moves at his Murkrow and Golbat, while taking down Sneasel with Fighting-, Fire-, Bug-, or Steel-type moves.

POKÉMO	
 	-

POKÉMON	LEVEL	TYPE
Murkraw d	, Lv 40	Dark-Flying
Co bat 4	Ly 40	Po son Fly ng
Sneasel of	Lv 43	Dark-Ice
		,
		The second second



YOU'VE DEFEATED CYRUS, and now you're so close to rescuing the Legendary Pokémon. You even get a prize from the crushed Team Galactic Leader - a Master Ball! After presenting the goods, Cyrus will tell you where the three Legendaries are, up on the 4 FL. Head up there on a warp panel and save the day.







### **GALACTIC BATTLE 2**

#### SATURN **TEAM GALACTIC COMMANDER**

YOU MAY HAVE taken out Cyrus and found the Legendary Pokémon, but you're not in the clear just yet. Saturn is waiting for you, and he'll attack you with his trio of Pokemon. But no worries, as you take down his Psychic-type Kadabra with Bug-, Ghost-, or Dark-type moves. Against Toxicroak, use Ground-, Flying-, or Psychic-type moves, and for a big finish. use Fire-type moves on Bronzor.

#### PARTY POKÉMON

POKÉMBN	LEVEL	TYPE
Kadabra O	Lv 38	Psychic
Bronzah	Lv 38	Stee Psychic
Toxicroak Q	Lv 40	Poison-Fighting
		1



### THE CHASE CONTINUES

EVEN THOUGH you defeated him, Saturn will let you know how to free the Legendary Pokemon. Just push the red button! They'll take off, and you've got places to be as well - Cyrus is headed to Mt. Coronet.



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# MT. CORONET (SECOND VISIT)

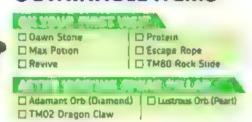
Cyrus is up to no good - now that he's gathered the power of three Legendary Pokémon, he's got plans on Mt. Coronet. Don't let him get away!

# 2 FL





### **OBTAINABLE ITEMS**



T FL ()

IM. CAME			
POKÉMON	H		H
Geodude		Ų,	U
Machop			
Meditite			
Zupat			
Chingshap	EXPERT TO THE	0	0
Cieffa	Jō		

■ 2 ft . 3 ft

FISHING ROD

Good

IN CAVE			- 44
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Bronzong		6	C
Graveler	0	0	- 0
Macholin	.0.		G.
Clefairy	0	0	0
Medicham	0	O	-0
Goibat	0	0	-0
Chingling the Life in well along	0	0	0
Bronzar	- 1		- ^

AN MARKET	
POKÉMON	VARIABLE
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Goibat	0
Sample of the last	

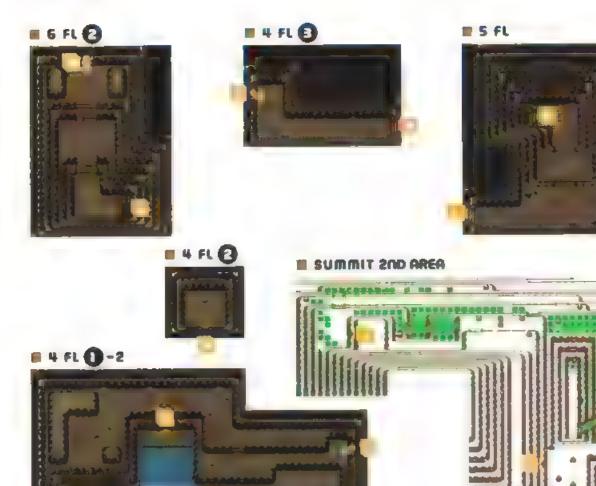
ROUTE 207

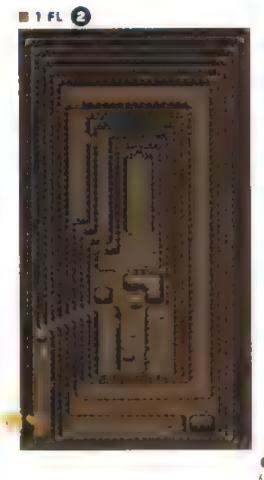


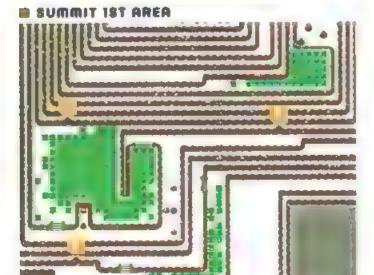


OREBURGH CITY)

TO HEARTHOME CITY)









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Mercanol		- En	
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IH CAVE			
POKÉMON	H		N
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Medicham			
Golbat			0
Chingling			
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POKÉMON	VARIABLE
UKEHON	6
Eubat	. 0
Sorbat	

FISHING ROD	POKÉMON	VARIABLE
Oid	Magikarp	0
Soud	Magikarp	.r
	# Barboach	0

#### # 4 FL 1 -2

2			
POKÉMBN	M		H
Bronzong			
Grave er			
Machoke			-
Clefairy			
Medicham	1	(	
Galbat			
Chingling	10	0	.01



IN CAVE			
PORCHON	-		
Bronzong	0	-0	10
Grave er			
Machoke	-		1
Clefairy			
Medicham	13	-7.	0
Godhat			
Thimacho	0	0	01







### FIELD MOVES ARE YOUR KEY THIS TIME

TO REACH the innermost sanctum of Mt. Coronet, you're going to need more field moves then ever – five, to be exact. Before you leave town make sure your team is up to the task. The going gets really rough when you reach the summit, where visibility is limited and you risk missing the rocky path where you need to use HM08 Rock Climb. Keep a sharp eye out, since so much is depending on you!





### 2 BLOCKED PATHS? NOT A PROBLEM!

THIS IS your second visit to Mt. Coronet, and you may notice that a path you've taken before is now blocked by a Team Galactic Grunt. Is there anything you can do? Ignore him, actually - this is not the way you need to go, anyway.







### A SACRED CHARGE

STEP INTO the deepest area of Mt Coronet, known as the Spear Pillar, to receive quite a shock Sure, Cyrus is there, and so are the Team Galactic Commanders, but even more surprising is when Cyrus uses the power of the three Legendaries to resurrect an even more mysterious, more sacred Legendary Pokémon – Dialga (Pokémon Diamond) or Palkia (Pokémon Pearl).







### UN POWERS COMBINED

CYRUS IS LOOKING for some of that world domination action, by using the power of the Legendary Pokemon he just raised. Of course, this just won't do, and it's up to you to stop him. You and your rival, that is, who arrives to back you up and take down Team Galactic.





### GALACTIC BATTLE

## MARS AND JUPITER TEAM GALACTIC COMMANDERS

You should be used to this pair and their Pokemon by now. Take out the Bronzor with Fire-type moves again, and either Electric-, Ice- or Rock-type moves should do a number on the Golbat. As for Mars' Purugly? That's a job for Fighting-type moves, while Ground-type moves will put away Jupiter's Skuntank.

	-		7 - 7	
11.5 *			• 3 11.	. •
		POH	1714	. 44

POKÉMON	LEVEL	TYPE
Bronzor	, Lv 41	Steel-Payen c
Go bat ,	LV 42	Pasan Fyng
Purugly Q	EV 45	Normai

#### JUPITER'S POKÉMON

POKEMON	LEVEL	TYPE
Bronzor	Lv 41	Steel-Psychic
Go bat ,	Lv 41	Posen Fyng
Skuntank Q	Lv 46	Poison-Dark



### 5 FOR THE COMMON GOOD

HEY, IT'S THE THREE Legendary Pokemon from the lakes - Uxie, Azelf, and Mesprit! What are they doing here? They give off a strange power, nullifying the force binding Palkia or Dialga. Uh oh, Cyrus doesn't look too happy about this...







## CYRUS TEAM GALACTIC BOSS

Cyrus may be angry, but that doesn't change the weaknesses of his Pokémon, even if they have leveled up. All of them are vulnerable to Rock-type attacks, while Electric-type moves will be very effective on Honchkrow. Gyarados, and Crobat. As for Weavile, try Fighting-, Fire-, Bug-, or Steel-type moves to end this battle.

	<b>POKEMON</b>	

POKEMON	FEART	TYPE
Hanchkrow C	Ev 45	Dark-Flying
Crobat *	cv 46	Po son Fyng
Gyarados of	Lv 45	Water-Flying
Weavie 1	LV 48	Dark- ce



## 6 P

### POKÉMON IN TROUBLE

RESURRECTED BY TEAM GALACTIC, then forced to use its power against it will, the least you can say is that Dialga or Palkia is having a bad day. A very bad day. As a result, it's gone wild, and that just won't do at all. You need to take Professor Rowan's advice and "see what's in its heart!" It's time to face your greatest challenge yet, as you step forward to battle this great creature.





#### CAPTURE DIALGA!

TO CAPTURE this mighty Pokemon, you need to start out strong with Fighting- or Ground-type moves, causing 2x damage and reducing its HP by a lot. Then chip away at it with Normal-, Water-, Electric-, or Flying-type moves, which only do half damage. Grass-type moves are also good for hurting Dialga without completely knocking it out so you can capture i

PEARL VERSION

Steel Oragon Applities Pressure Moves Anciempower

Dragon Claw Roar of Time

CAPTURE PALKIAI

TO CAPTURE this impressive Pokemon, you need to deal a major blow to start by using Dragon-type moves for 2x damage. Then chip away with Fire- or Water-type moves, reducing HP slowly so that you can capture il

Раскіа Level 47 Water-Dragon\* #MINUES:

- Pressure
- Moves:
- Water Pulse
- AncientpowerDragon Claw

Spacial Rend





### 7 GET THE SHINY

AFTER CAPTURING the great Legendary, head back inside Mt. Coronet to the Spear Pillar. There you'll find a Held Item that intensifies the power of Pokemon moves - Adamant Orb for Dialga and Lustrous Orb for Palkia

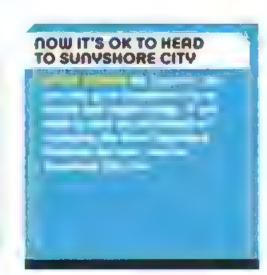




### BACK TO THE THREE LAKES

NOW THAT EVERYTHING'S settled down, the three Legendary Pokémon of the lakes have gone back home. Now's your chance to meet these Pokemon and capture them for your Pokédex - Uxie at Lake Acuity, Azelf at Lake Valor, and Mesprit at Lake Verity.





# LAKE ACUITY, LAKE VALOR, LAKE VERITY

The three Legendary Pokémon have returned to the great lakes of Sinnoh. Now is your time to track them down and hopefully catch them all.





### **UXIE AT ACUITY**

TAKE THE QUICKEST route and Fly to Snowpoint City, from there heading toward Lake Acuity. Use Surf to reach the center of the lake, where Acuity Cavern awaits. You won't have to search long or far to find Uxle - it's right in the middle of the cavern.



#### LAKE ACUITY



#### ACUITY CAVERN



### OBTAINABLE ITEMS

☐ TM14 Blizzard

#### CAPTURE UXIE

DEAL A BLOW to Unie's HT by using Bug-, Ghost-, Jark-type moves, all of which it is weak against Then pull out the Fighting- or Psychic-type moves. which will small amounts of damage that will eventually deplete the Pokémon enough so you can catch it. When Uxle uses the move Amnesia, it's raising its Special Defense. To counter, hit it with physical moves instead





## AZELF AT VALOR

YOUR NEXT FLIGHT OUT should be to Pastoria City, from which you can head out to Lake Valor. Use Surf to head out to the middle of the lake, where another cavern awaits you. In Valor Cavern, little Azelf is calmly waiting in the center of the room.



#### LAKE VALOR



#### VALOR CAVERN



### OBTAINABLE ITEMS

☐ TM25 Thunder

#### CAPTURE AZELF!

HIT IT HARD upfront with some Bug-, Ghost-, or

be careful

#### Azeif Level 50 Psychic

### Abilities:

Lev tate

#### Moves:

- Confus on Oproar Future Sight Nasty Plot

191



### MESPRIT AT VERITY BUT...

YOU CAN HEAD to Lake Verity to challenge Mesprit, crossing the lake with Surf and then entering the cavern to find Mesprit in the center. But when you approach, it's not a battle you'll find, but a chase! Mesprit will leave and start wandering all over the Sinnoh region, and your only hope for finding it is the Poketch application Marking Map, which will show you where the little Pokemon has gone. However, you cannot fly as Mesprit did. Instead, you must approach carefully, either by walking or using the Bicycle.





#### LAKE VERITY



#### VERITY CAVERN



#### OBTAINABLE ITEMS





#### CAPTURE MESPRITI

WALK THROUGH the tail grass or water shown on the Marking Map and Mesorit will come to you Unfortunately, it won't give you much of a chance to ratch it, accaping as soon as the battle starts. What ite do? Use Mean Look or Block to keep Mesurit from Reging and then bring out your power moves to wear it

Mesprit Level 50 Psychic

#### Abilities: Levitate

- Moves:
- Confusion
- Charm Future Sight Lucky Chant



# ROUTE 222

What a lovely place to walk, relax, fish, and battle. But you have more pressing business in Sunyshore City nearby, as you try for your last badge!





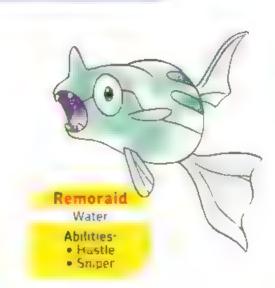
### 92 OBTAINABLE ITEMS

THE PERSON NAMED IN	
☐ Honey	□ Carbos
□ Wiki Berry x2	☐ Mago Berry ±2
☐ Aguav Berry x2	☐ Qualot Berry
☐ TM56 Fling	
	MEW RECORD U SIZE CONTEST
C Met Rail	

IN GRASSA			
POKÉMON	Н		H
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Puragly 6		_	
Winguil	0	0	0.
Chatot		,	

POKÉMBN		VARIABLE
Tentacool		, 0
Wingul		÷.
Tentacruel		
Petipper		
Chypin		
	POKÉMON	VARIABLE
FISHING ROD	POKÉMON Magikarp	VARIABLE
FISHING ROD Old Good		VARIABLE







### FROM SHORE TO SHINING SHORE

YOU'LL NEED TO TAKE Route 213 or 214 to the Valor Lakefront, and then proceed east to Route 222. The road used to be blocked because of the Great Blackout in Sunyshore City – maybe they didn't want tourists stumbling around in the dark – but now it's all clear





### 2 THE STRAIGHT SHOOT

THERE'S FEW TWISTS and turns to be found on Route 222, so you could just use those Running Shoes or the Bicycle to jet straight through. Of course, there are the usual cadre of Trainers who will challenge you, and there's a few houses to check out. Should you make the time? In one word, yes, You'll be quite busy once you get to town.







### THE BIGGER THE BETTER

THE HOUSE on the right near the beach is host to a Remoraid competition where Trainers try to impress the judge with the biggest one they can find. Good thing you're so close to the beach, right? Catch a big one and put it in your party - every time you break a record, he'll give you a Net Ball.







# SUNYSHORE CITY

The sun and the sea rule in this intricately-designed port town, made up of small islands separated by water, and connected by footbridges that double as solar panels to power the town. Of course, you have a different power in mind, as you are here to earn your eighth and final badge from the Sunyshore Gym.

ROUTE 223 (TO VICTORY ROAD)



#### OBTAINABLE ITEMS

ROUTE 222 (TO VALOR LAKEFRONT)



WHEN YOU SHOW A QUIRKY POKEMO  Poketch application "Rou	N
☐ Man Alert Ribban ☐ Tues: Shock Ribban ☐ Wed Downcast Ribban ☐ Thu: Careless Ribban	☐ Frr Relax Ribbon ☐ Sat: Snooze Ribbon ☐ Sun: Smite Ribbon
© Beacon Badge	_TM57 Charge Beam

POKÉMON		VARIABLE
Tentacruel		0
Pelipper		Ō
Mantales. The Annual	Contraction of the said	Date of the Control
PASSALA		
PISHING ROD	POKÉMON	VARIABLE
	POKÉMON Magikaspi	VARIABLE
FISHING ROU Old Good		VARIABLE



### YOU WALK INTO TOWN...

HEY, YOU JUST GOT HERE, and already you've got people walking up to you, asking for things. A red-headed man will approach you, and don't worry, it's just Flint of the Elite Four! What could he possibly want from a regular Trainer like you? Well, turns out that the Gym Leader here in Sunyshore has lost the will to battle, and you're just the person to cheer him up!



#### **ABUSE OF POWER?**

Expecially if it trappesed to be caused for our the form Lander? Fullwein like Velimer, the Senithere form Lander, work a ween cracy wromendating his Syru, consuming teament electricity in the sist. It might be better for the time If he put that manny into Politimes betting itself



### ARE YOU WORKING HARD OR HARDLY WORKING?

IN THE SUNYSHORE MARKET you'll meet a nice lady with an eye for superior Pokémon. If you've really upped the stats of your lead Pokémon, she'll hand you an Effort Ribbon as a reward for your efforts.



#### STICK 'EM ON

the upper left of the market had you different sticings the work. There are a good periods of designs, so you're serules you and your styles



### 3 RIBBONS THAT DON'T GO IN YOUR HAIR

JULIA IS SUCH A SWEET GIRL, and so generous too! When you visit her house and talk to her, she'll give you a ribbon for your Pokémon. She has seven different kinds in her possession, so you might want to visit her every day until you have at least one of each.



#### PINT SIZE EXPERTS

min, everyteintibilitic car he a prettymin, overwhelming place. But in the house must be the Poistmert, there have three boys who seem in have the subside thing figured out. Work them for house market tipe before making your pure encursion into the Underground



## **8ULK UP THE POKÉTCH**

IN THE FAR EASTERN corner of Sunyshore City is a house that can only be reached using the Field move HM08 Rock Climb. Take the climb and talk to the man inside He's looking for three Pokémon natures - Serious, Naive, and Quirky. Outfit your party with Pokémon of these natures, and he'll be pleased enough to give you three new Pokétch applications.



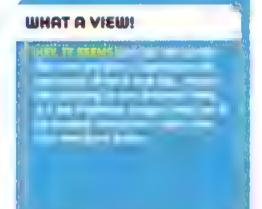




### WHERE'S VOLKNER?

WELL, HE'S NOT at the Sunyshore City Gym... yet. Instead, check out the Vista Lighthouse, where Volkner is busy being mopey. You can change all that when you talk to him, as your sunny demeanor, high spirit and determination give him just the charge he needs to accept your challenge. Follow him back to the Gym, because it's time to rumble.







### GVM CATTLE T

#### VOLKNER **SUNVSHORE GYM LEADER** POKÉMON TYPE: RECOMMENDED TYPES:

THOSE RECENT renovations have really made Sunyshore Gym an impressive maze of passages that you must connect by pressing buttons. It'll be pretty tricky to figure out the right combinations to get to Volkner, though maybe not as tricky as the eight Trainers standing between you and the Gym Leader. As for handling Volkner, dish out some Ground-type moves on Raichu and Luxray, go for the Electrictype on Octillery, and then put Ambipom to rest with hard-hitting Fighting-type moves. The thrill of victory will include the Beacon Badge, and TM57 Charge Beam.



The BEACON BADGE allows you to use the HM07 Waterfall on the field, as well as ensuring that all of your Pokemon, regardless of their level, obey you.

#### PARTY POKÉMON

POKÉMON	LEVEL	TYPE
Raichu of	, Lv 45	Electr c
Amb pom 🗂	LV 47	Normal
Octobery of	Ev 47	Water
curray of	LV 49	Electric







ENTRANCE

#### HOMETOWN BOY



## 6 DON'T GO CHASING HMO7 WATERFALL

IT'S GREAT THAT YOU CAN use HM07 Waterfall now, if only you actually had it. This is a problem easily solved, if you head to the beach to the north of town. A girl standing on the beach will come to talk to you - and it just happens to be Jasmine, a Gym Leader from the Johto region! She's not really a Water-type Pokemon Trainer, so maybe that's why she gives you HM07 Waterfall to teach to your Pokemon.



# POKÉMON TRAINER CATALOGUE 2

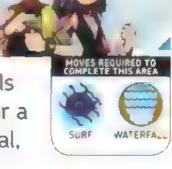
You've met a few new types of Trainers since the last catalogue. Then there are a whole slew of people throughout the game who have inspired, challenged, and impressed you. Like the Gym Leaders, the Elite Four, your rival, and of course, the Pokémon League Champion. And let's not forget Team Galactic, and all the trials they put you through!



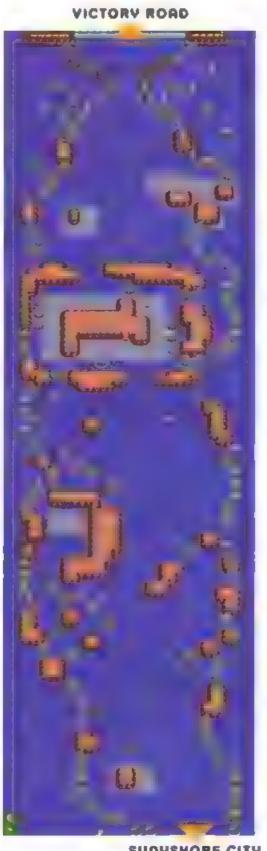


# ROUTE 223

Route 223 is a bit tricky to navigate, what with all those rocks and shoals and twists and turns... and let's not forget all the Trainers just itching for a battle. Of course, this is all just a warm up as you head for your final goal, the Pokémon League.







SUNVSHORE CITY



### OVER THE WATER AND THROUGH THE ROCKS

A WHOLE LOT of water stands between you and your destination, and there's only one way to get there - Surf. Once you hop on board the Pokémon express, it's a straight shoot to the end of the route





### WHO NEEDS MORE EXPERIENCE?

THERE ARE QUITE A FEW Trainers here on Route 223, itching for a battle. While it may seem tempting to pass them by to get to Victory Road and the Pokémon League sooner, keep in mind that the battles ahead are much, much tougher. So take advantage of this opportunity to battle as many of the Trainers as possible, earning strength, skills, and experience points.

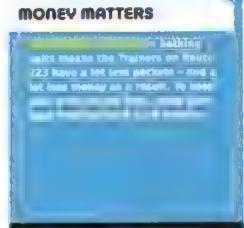






AT THE END of Route 223 is a huge waterfall. There's no other way to go - good thing Jasmine gave you HM07 Waterfall, then! Teach it to one of your Pokemon and climb on up. At the top of the waterfall is a Pokémon Center, so rest up, because there's a tough challenge just ahead in Victory Road.







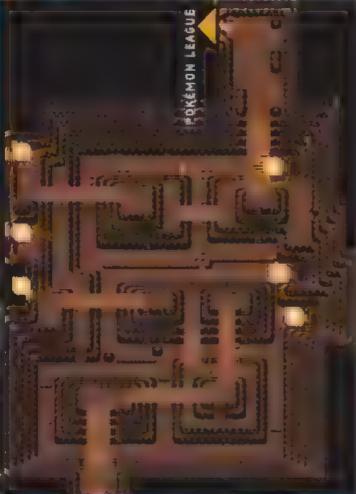


# VICTORY ROAD

The Pokémon League is tough, so all Trainers seeking to take on the Elite Four and the Champion spend some time in Victory Road, bulking up their Pokémon by battling wild Pokémon - and other Trainers! Master Victory Road, and you're sure to succeed in your battles.



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POKÉMON LEAGUE (TO SUNYSHORE CITY)

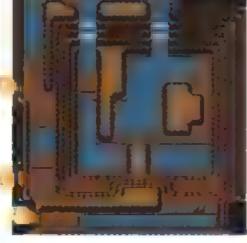


Max Ether ☐ TM71 Stone Edge ☐ Rare Candy ☐ TM79 Dark Pulse

Full Heal ☐ Full Restore ☐ TMS9 Dragon Pulse

☐ Razor Claw

-	■ 1 #L			
	M. CANE			
	POKÉMON	H		М
	Machoke			
	Graveler	0	0	0
	Medicham			OF
	Go bat			_
	Onix	0		2
	Stanfor			



PERÉMON M G N Kadabra Graveler O O O Go bat Ones	12 FL			
Kadabra Gravelier  Gravelier  O O O O Go bat	HL CAN			
Graveler O O O O O O O O O O O O O O O O O O O	PRICEMON	M	0	N
Gravelet O O O O Go bat	Kadabra	4 >-		
Go bat	Gravelet	400	0	0
Go bat	Medichant spare of the	0	0	9.6
Onex ( ) 1 3	Go bat	~	~	T
	Onex	1 3 1	3	13

■ 81F Floatzel Machoke Medichun Golbat

POKÉMON		VARIABLE
Golbat		0
CHANGE COR	BAYÉMAN	VARIABLE
FISHING ROB	POKÉMON Magikarp	VARIABLE



### IN AND UP AND DOWN AND UP AND OUT

THE EXIT OF VICTORY ROAD may be on the same floor as the entrance, but it's not going to be a straight shoot escape from this crazy cavern. You'll need to travel down to both B1F and B2F before you see the light of day again, battling past other Trainers with their own dreams of Pokémon League glory.





### DO YOU HAVE THE POWER?

THE SECOND FLOOR just seems to be littered with large rocks, ones that block your path. Is this the time to turn around and go back? Of course not, as long as you have the HMO4 Strength and a Pokemon who can use it. Move the boulders to solve the puzzles. If you make a mistake, don't sweat it. Just go to a different floor and come right back – the boulders will be restored to their original positions.









### YOU SHALL NOT PASS

ON THE RIGHT SIDE of the cave, not too far from the exit to the Pokemon League, is another exit blocked by a man. Curious about what could be in there? Well, you won't find out now. However, if you come back after getting the National Pokedex, the man will reconsider and let you pass.









The field of Pokémon study is a rich one, since there are all sorts of things that continue to astonish even the most knowledgeable

Pokémon expert. Two prime examples are unusual Pokémon coloring, and a strange Pokémon virus. Enlighten yourself a bit by reading below, and even you may feel like a Pokémon professor!

## POKÉMON OF A DIFFERENT COLOR

POKÉMON ARE GENERALLY uniform in their color, but sometimes you'll find one with a color scheme completely unseen before. These are especially rare, and it's a special event when you do see one, in which stars will shine around their body and you'll hear a bright twinkle. It's like they're telling you to catch it! And you should - because they're incredibly rare, you may never have this opportunity again.







A STAR MARK WILL INDICATE THE COLOR DIFFERENCE

THE COLOR DOES NOT CHANGE WHEN THE POKÉMON EVOLVES

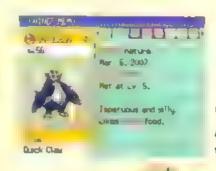
## THE BENEFICIAL VIRUS

MICROSCOPIC TO THE EYE, you might not even notice that your Pokemon has Pokerus But the clerk at the Pokemon Center will notice, since they're a Pokemon healing professional and all. But it's not like having a cold or the flu – in fact, the effects are only beneficial. It becomes easier for your Pokemon stats to increase, making it stronger and more effective in battle. Pokerus goes away in a few days, but the beneficial effects will last forever. You can spread it to your other Pokemon simply by having them all in the same party together. This is a virus that none of them will mind catching!





STATS WILL INCREASE WHEN THE POKEMON HAS POKERUS



W<mark>HEN P</mark>OKÉRUS PASSES, A SMALL SMILING FACE WILL APPEAR

WATERFALL

# POKÉMON LEAGUE

This is it, the last stretch, the final showdown. This is where great Trainers are made. You've wanted this opportunity pretty badly, and now you must earn the right to call yourself the best by challenging the

Elite Four and then the Champion...





ROUTE 223 (TO SURVSHORE CITY)

Heal Ball	300	
Net Ball	1000	
Nest Ball	1000	
Đusk Bati	1000	
Quick Ball	1000	
Timer Bal.	1000	
Repeat Ball	1000	
(X Pt 4)	4000	









**EOTRADGE** 





### ONE LAST TIME

YOU WALK UP TO the entrance, ready for your shot at the Elite Four, and who arrives? Your rival, also here to strut his stuff against the Pokémon League. Of course, he can't help but challenge you to one more battle. Take the challenge - if you can't take care of your rival, what chance do you have against the pros?



### BATTLE YOUR RIVAL 5

Looks like your rival's playing with a full deck of six Pokemon this time, with their levels higher by 17 or 18 You've got your work cut out for you here

#### IF YOUR STARTER WAS TURTWIG: YOUR RIVAL WILL CHOOSE:

POKÉMON	LEVEL	TYPE	
Staraptor C	LY 48	Normal Flying	
Floatzer 1	LV 49	Water	
Heracross of	1 Lv 50	Bug-Fighting	التسل
Roserade 3	. 4 49	Grass Poison	4
Sportan of	Lv 51	Normal	7 7
Infernape J	Lv 53	Fire-Fighting	7

## YOUR RIVAL WILL CHOOSE:

POKÉMON	LEVEL	TYPE	
Staraptor of	EV 48	Normal Fiying	
Roserade 2	LV 49	Grass-Po-son	26
Heracross O	1 LV 50	Bug-Fighting 、	110
Rap dash	LV 49	Fre (	21
Sportax of	Lv 53	Normal	1
Emporeon J	LV 53	Water-Steel	4

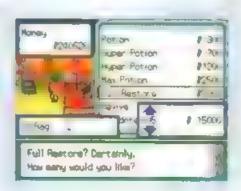
#### IF YOUR STARTER WAS CHIMCHAR: IF YOUR STARTER WAS PIPLUP: **YOUR RIVAL WILL CHOOSE:**

POKÉMON	LEVEL	TYPE
Staraptor J	Ly 48	Norman-Frying
Foatze *	Ly 49	Water
Heracross of	Lv 50	Bug-Fighting
Rapidash *	LV 49	Fire
Snortax of	Lv 51	Normal
Torterra of	Lv 53	Grass-Ground 💆

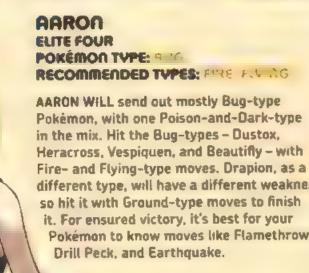


### THE POWER OF PREPARATION

THE TIME HAS COME. Make you've got everything lined up and ready, including plenty of healing items like Full Restore and Max Potion, which can be purchased right there in the Pokémon League building.



### ELITE FOUR BATTLE



**ELITE FOUR** POKÉMON TYPE: 9-16

AARON WILL send out mostly Bug-type Pokémon, with one Poison-and-Dark-type in the mix. Hit the Bug-types - Dustox, Heracross, Vespiguen, and Beautifly - with

different type, will have a different weakness, so hit it with Ground-type moves to finish it. For ensured victory, it's best for your Pokémon to know moves like Flamethrower. Drill Peck, and Earthquake.



DUSTOX of TYPE- Bug-Poison EFFCTIVE MOVE TYPES. Fire, Flying, Psychic, Rock



BEAUTIFLY of TYPE- Bug-Flying LV 53 EFFCTIVE MOVE TYPES Rock, Fire, Electric, Ice, Flying



VESPIQUEN O LV 54 TYPE Bug-Flying EFFCTIVE MOVE TYPES Rock, Fire. Electric, Ice, Flying



HERACROSS で TYPE Bug-Fighting LV 54 EFFCTIVE MOVE TYPES Flying, Fire, **Psychic** 



DRAPION OF TYPE Poison-Dark LV 57 EFFCTIVE MOVE TYPES Ground



### ELITE FOUR BATTLE

**BERTHA ELITE FOUR** 

POKÉMON TYPE: GETTER

RECOMMENDED TYPES:

BERTHA HAS a strong collection of Pokémon, and the only weakness that her Quagsire and Whiscash have is Grass-type moves. Not only that, but those moves will deal 4x the damage! Pull out the Grass-, Water-, Fighting-, and Ground-type moves for Sudowoodo and Golem, while trying Grass, Water, and Ice on Hippowdon. If you need power against Bertha, then learn moves like Solarbeam and Surf to finish her Pokémon off.



QUAGSIRE Q TYPE Water-Ground LV 55 EFFCTIVE MOVE TYPES Grass



SUDOWOODO ♥ LV 56 TYPE Rock EFFCTIVE MOVE TYPES. Grass. Water, Fighting, Ground, Steel



GOLEM ♀ TYPE Rock-Ground LV 56 EFFCTIVE MOVE TYPES Grass, Water, Fighting, Ground, Steel, Ice



WHISCASH O LV 55 TYPE Water-Ground **EFFCTIVE MOVE TYPES Grass** 



HIPPOWDON of LV 59 TYPE Ground EFFETIVE MOVE TYPES Grass, Water, Ice

# PORCHONO PEARLY VIESSON



### ELITE FOUR GATTLE

# FLINT ELITE FOUR POKÉMON TYPE: SERVICE RECOMMENDED TYPES:

THOUGH HE'S labeled as a Fire-type user, the group of Pokémon that Flint uses are actually quite diverse. Fortunately, all of them are vulnerable to Ground-type moves, so make frequent use of moves like Earthquake and Magnitude. Lopunny is also weak to Fighting-type moves, and against Driflim you have a choice of Electric-, Ice-, Rock-, Ghost-, or Dark-type moves



RAPIDASH of

TYPE Fire LV 58

EFFCTIVE MOVE TYPES Water,

Ground, Rock



STEELIX O'
TYPE Steel-Ground LV 57
EFFCTIVE MOVE TYPES. Fire,
Water, Fighting, Ground



DRIFBLIM O'
TYPE Ghost-Flying LV 58
EFFCTIVE MOVE TYPES Electric.
Ice, Rock, Ghost, Dark



LOPUNNY of
TYPE Normal
EFFCTIVE MOVE TYPES: Fighting



INFERNAPE of

TYPE: Fire-Fighting LV 61

EFFCTIVE MOVE TYPES Water,

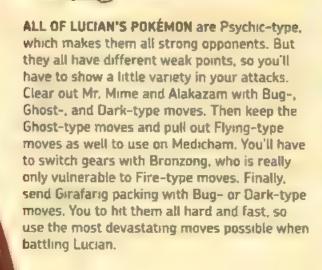
Ground, Flying, Psychic



LUCIAN ELITE FOUR

POKÉMON TYPE:

RECOMMENDED TYPES:





Mr. Mime of
TYPE Psychic LV 59
EFFCTIVE MOVE TYPES Bug, Ghost,
Dark



Girafarig of

TYPE. Normal-Psychic LV 59

EFFCTIVE MOVE TYPES: Bug, Dark



Medicham of

TYPE Fighting-Psychic LV 60

EFFCTIVE MOVE TYPES. Flying,

Ghost



Alakazam O'
TYPE Psychic LV 60
EFFCTIVE MOVE TYPES Bug, Ghost,
Dark



Bronzong
TYPE Steel-Psychic LV 63
EFFCTIVE MOVE TYPES Fire

### CHAMPION BATTLE

#### CYNTHIA POKÉMON LERGUE CHAMPION

CYNTHIA DOESN'T specialize in one type of Pokémon, and as such, there's no one surefire type that will take out her entire team. Her Spiritomb has no weaknesses, in fact! You'll need to pull out your strongest, most powerful moves and just try to deal as much damage as possible. Gastrodon will be especially weak to Grass-type moves, while you should fight Lucario with Fire-, Ground-, or Fighting-type moves. Roserade and Garchomp are vulnerable to ice-type moves, and to bring down the mighty Milotic, use Grass- or Electric-type moves.



The power you learned...
I can feel it enersting from you.

IF YOU LOSE, check your moves. Know when to switch your Pokemon - you want to distribute damage equally to avoid losing them.



Spiritomb Q

TYPE Ghost-Dark LV 61

EFFECTIVE MOVE TYPES None

Roserade Q
TYPE Grass-Poison LV 60
EFFCTIVE MOVE TYPES Fire, Ice.
Flying, Psychic

Gastrodon ♀

TYPE Water-Ground LV 60

EFFCTIVE MOVE TYPES Grass

Lucario of
TYPE Steel-Fighting LV 63
EFFCTIVE MOVE TYPES: Fire, Fighting, Ground

Milotic Q

TYPE Water LV 6

EFFCTIVE MOVE TYPES Grass,

Electric

Garchomp Q
TYPE Dragon-Ground LV 66
EFFCTIVE MOVE TYPES- Ice, Dragon

BEAT THE CHAMPION?

WELCOME TO

THE HALL OF FAME!

only the BEST of the BEST end up here. Your name will be forever immortalized, and all of your party Pokemon will receive Champion ribbons. The story is over... but the adventure continues! Turn the page to find out what awaits you next.



# UPGRADE TO NATIONAL

Just because you've entered the Hall of Fame doesn't mean that there aren't still plenty of quests and adventures waiting for you! First, you might want to start on the path to recording all 150 kinds of Pokémon living in Sinnoh.



#### TWINLEAF TOWN HOW MANY HAVE YOU SEEN?

LIKE YOU JUST HAD a wonderful dream, you'll find yourself back at home after achieving Hall of Fame status. Open up your Sinnoh Pokedex and check out the "seen" number of Pokemon. If you've been diligent about catching every Pokémon in Sinnoh thus far, it should be up to 149.







#### TWINLEAF TOWN A INVITATION

WHEN YOU GO downstairs your mother will have a message for you... from your rival! He wants you to take a boat out of Snowpoint City, to a place where you've never been before. How exciting! Better get your Pokédex upgraded ASAP.





#### SANDGEM TOWN **HELLO AGAIN**

IT SEEMS YOU can't enter a town without someone bothering you. But no worries it's just Professor Rowan's assistant. They have a message for you from the Celestic Town elder Apparently he wants to show you something. Could be interesting...



#### **ASSISTANT'S SIOLING**

209



### THE STRONG BUT SILENT TYPE

ONCE YOU'VE obtained HMO3 Surf by winning the Gym battle in Hearthome City, visit Sandgem Town and go east on the ocean. You'll encounter lot of Pokemon Trainers on the way, so be prepared – stock up on items and make sure you have leveled up your Pokemon.





## CELESTIC TOWN SOME LIGHT READING

IF YOU VISIT the house north of the small shrine there, you'll meet the elder, who just brought back a book that he found in the old shrine. It happens to have a drawing of a Pokémon you haven't seen yet... coincidentally, the one Pokémon that is missing from your Pokédex. In an awesome twist, seeing the Pokémon in this book will automatically add to the Pokédex, bringing your total to 150 Pokémon seen!





## SHOW OFF YOUR ACCOMPLISHMENT

NOW THAT YOU have a completed Pokédex, head back to Professor Rowan to show it off. He'll give you his warmest congratulations, and then an unexpected visitor shows up... Professor Oak! Professor Oak is from the Kanto region, and is respected as a true expert on all things Pokémon. He'll congratulate you as well, in his own way.





Professor Cak seem to know each schor pretty well. The study of Pokemon can really bring people together as triends



## A NEW TASK, A NEW ADVENTURE

PROFESSOR OAK knows a lot about Pokémon from all over, including other regions. He'll upgrade your Pokédex to the National version, which will allow you to learn and know a lot about them too!



#### EXTENDED STAV

heme, but Professor Oak won't goll running back any time seen. He's itaping at a house in Eterna City he visit him anytime after you go to the Pa( Park so that he can check your Pelisides.

## SECTION 3



210





# COMPLETING THE SINOH POKÉDEX

Discover the inhabitants of Sinnoh.

DEFEATING THE POKEMON LEAGUE is all well and good, but it's not the only lofty goal that Sinnoh has to offer you. You might want to try the toughest challenge of all - completing the Sinnoh Pokédex. It'll be a tough journey, but well worth it for the satisfaction



NOT TO CONFUSE YOU, but there are two versions of the Pokédex that you will encounter The Sinnoh Pokédex covers only those Pokémon appearing in the Sinnoh region, while the National Pokédex is a



bit more expansive, covering not just the Pokémon of Smnoh, but Pokémon in other regions including Kanto and Hoenn. Before you think global, though, you'll need to act local by completing the Sinnoh Pokedex first

ALL THAT COUNTS toward completing the Pokedex is this number, which indicates how many you've seen, not necessarily caught. That definitely makes this quest much

## easier to accomplish

ONCE YOU'VE SNEAKED A PEEK at every Pokémon to complete the Sinnoh Pokédex, head on over to the house at the Verity Lakefront. There you'll find the game director, who will reward you for having a completed Sinnoh Pokédex. I wonder which game he possibly could have directed, hmm?





THE ONLY WAY you're going to complete the Sinnoh Pokédex is by tracking down all 150 kinds of Pokemon in the Sinnoh region and recording them in your trusty

Pokédex. It may sound intimidating, but there are a few basic methods that will make a huge impact on your "seen" Pokemon number.



### IN THE WILD

THE BEST WAY TO BUILD up your collection is by catching wild Pokémon, but it's great for just doing some sightseeing to fill your Pokédex, too. Check tall grass, caves, or fish in ponds or at beaches - any encounter with a wild Pokemon will count toward having "seen" that Pokemon and adding it to the Pokedex.







### **WELL MET IN BATTLE**

THERE ARE QUITE A NUMBER OF POKEMON you will never meet in the wild - these tend to be evolved forms that require the expert hand of a Pokémon Trainer to help the Pokemon reach its full potential. These Trainers tend to be eager to battle, and you should be too, because simply having a Pokémon as your opponent adds it to your Pokédex.









### STORIED ENCOUNTERS

SOME POKÉMON WON'T BE TOO HARD TO FIND, if you just follow the pull of the story and go where you're asked to go by other characters and circumstance. These mainly include Legendary Pokemon, like the three Legendaries of the lakes - Uxie, Azelf, and Mesprit - and the mighty Dialga (in Diamond) and Palkia (in Pearl).





#### ONCE YOU'VE COMPLETED the Sinnoh

Pokédex, it's time to aspire even higher by beginning work on the National Pokedex, the ultimate compendium of known Pokémon It'll be much harder than completing the Sinnoh Pokédex, because you'll be expected to do a lot more than simply see every single Pokémon. You'll need to obtain every

single Pokémon - even if it's only for a short time, the Pokémon need only register its information in your Pokedex - for the National Pokédex to be considered complete Some Pokémon will require a little more effort than usual, like special methods or special knowledge. All in all, when you have an opportunity to capture a Pokémon, take it!



## POKCHON DIAMOND PEARL VIENNESS



### TURTWIG



At Lake Verity, choose from Prof. Rowan's briefcase



Gardenia. Eterna City Sym Leader



### GROTLE



Make Turtwig level up to Lv 18



A Trainer you meet on Route 210



### TORTERRA



Make Grotle level up to Lv 32



A Trainer you meet on victory Road



#### CHIMCHAR



At Lake Verity, choose from Prof. Rowans briefcase



A Trainer you meet on Route 207



### MONFERNO



Make Chimchar level up to Lv 14



A Trainer you meet on Route 215



### INFERNAPE



Make Monferno leve, up to Lv 36



Flint The Elite Four



### PIPLUP



At Lake Verity choose from Prof. Rowan's briefcase



A Trainer you meet on Route 205





### PRINPLUP



Make Pip up level up to Lv 16



A Trainer you meet on Route 212





### EMPOLEON



Make Prindip level up to Lv 36



A Trainer you meet on Victory Road



### STARLY



Tall grass on Route 201



### STARAVIA



Tall grass on Route 209



### STARAPTOR



A Trainer you meet on Victory Road



### BIDOOF



Tall grass on Route 201



### BIBAREL



Tall grass on Route 208



### KRICKETOT



Tall grass on Route 202





#### KRICKETUNE

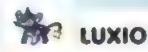


Tall grass on Route 206





Tal grass on Route 202





Talt grass at Fuego Forworks





#### LUXRAY



Volkner, Sunyshore City Gym Leader



#### ABRA



Tall grass on Route 203





Tall grass on Route 215



#### ALAKAZAM



A Trainer you meet in victory Road



#### MAGIKARP



Fishing on Route 218 (Old Rod)



#### **GYARADOS**



Fishing in Pastoria Great Marsh (Good Rod)



#### BUDEW



Tal grass on Route 204



#### ROSELIA



Tal grass on Route 212



#### ROSERADE



Gardenia Eterna City Gym Leader



#### ZUBAT



Oreburgh Gate 1 FL



#### GOLBAT



Lost Tower 5 F.





Cyrus, Team Galactic Boss, when battling at Spear Pillar





#### GEODUDE



Oreburgh Gate 1 FL



#### GRAVELER



Tall grass on Vaior Lakefront



#### GOLEM



A Trainer you meet in Victory Road





Oreburgh Coal Mine B1F



STEELIX



fron Island BZF



#### CRANIDOS



Obtain Skull Fossil in the Inderground (Diamond version on y)



Roark, Oreburgh City Gym Leader





#### RAMPARDOS



A Trainer you meet in victory Road



#### SHIELDON



Obtain Armor Fossii in the Underground (Pearl version only)



A Trainer you meet on Route 215





#### BASTIODON



Byron, Canalave City Gym Leader



#### MACHOP



Tail grass on Route 207





#### MACHOKE



Tall grass on Route 210





A Trainer you meet in Victory Road



#### PSYDUCK



Oreburgh Gate, B1F



#### GOLDUCK



On the water on Route 208



#### BURMY

Put Honey on a honey tree





#### **WORMADAM**

中平地



A Trainer you meet on Route 214



#### MOTHIM



A Trainer you meet on Poute 210



#### WURMPLE



Tall grass in Eterna Forest





#### SILCOON



Tal. grass in Eterna Forest Diamond Version only)



A Trainer you meet in Eterna Forest (Diamond version only.



#### BEAUTIFLY



Tal. grass in Eterna Forest Damond Version only)



A Trainer you meet in Eterna Forest (Diamond version only)



#### CASCOON



Tall Grass in Eterna Forest Pear Version only)



A Trainer you meet in Wayward Cave





#### DUSTOX



Tall Grass in Eterna Forest (Pearl version only)



Gardenia, Eterna City Gym Leader



#### COMBEE



Put Honey on a honey tree



#### VESPIQUEN



Aaron the Elite Four



217

#### PACHIRISU



Tall grass at Valley Windworks





#### BUIZEL



Tall grass at Valley Windworks





#### FLOATZEL



Tall grass on Route 213





#### CHERUBI



Put Honey on a honey tree



#### CHERRIM



A Trainer you meet on Route 221



#### SHELLOS



Tail grass at Vailey Windworks







#### GASTRODON



Tall grass on Route 218





#### HERACROSS



Put Honey on a honey tree





#### AIPOM



Put Honey on a honey tree





#### AMBIPOM



A Trainer you meet on Route 216





#### DRIFLOON



Go to the front door of Valley Windworks (Fridays only)





#### DRIFBLIM



Fantina, Hearthome City Gym Leader





#### BUNEARY



Tall grass in Eterna Forest





#### LOPUNNY



A Trainer you meet on Route 216



#### GASTLY



In Old Chateau





#### HAUNTER



A Trainer you meet on Route 214



#### GENGAR



Fantma, Hearthome City Gym Leader





#### MISDREAVUS



Tall grass in Eterna Forest (Pearl version only)





A Trainer you meet at the Lost Tower





#### **MISMAGIUS**



Fantina, Hearthome City Gym Leader



P 114



#### MURKROW



Tall grass in Eterna Forest (Diamond version only)





Cyrus, Team Galactic Boss, when battling at Spear Pillar

HONCHKROW







A Trainer you meet at the Lost Tower



#### GLAMEOW



Tall grass on Route 218 (Pearl version only)



A Trainer you meet on Route 210



#### PURUGLY



Tail grass on Route 222 (Pearl version only)



Mars, Team Galactic Commander



#### GOLDEEN



Fishing on Route 209 (Good Rod)





#### SEAKING



A Trainer you meet on Route 220



I THE



#### BARBOACH



Fishing on Route 208 (Good Rod)



#### WHISCASH



A Trainer you meet on Route 220





#### CHINGLING



Tall grass on Route 211



#### CHIMECHO



Mt. Coronet 4 FL (3)



#### STUNKY



Tall grass on Route 206 (Diamond version only)





A Trainer you meet at the Lost Tower





#### SKUNTANK



Tall grass on Route 221 (Diamond version only)

Jup ter, Team Galactic

Commander



ON THE FIELD

Tall grass on Route 208

MEDITITE





#### MEDICHAM



Tall grass on Route 217





#### BRONZOR



Tall grass on Route 206



BRONZONG



Mt Coronet 2 FL



#### PONYTA



Tail grass on Route 211













#### RAPIDASH



A Trainer you meet in Fuego ronworks



#### BOUSTA



(Pearl version only)

A Trainer you meet on

Route 208

Tali grass on Route 209



#### The second

#### SUDOWOODO



Tail grass on Route 214 (Pear ivers on only)





A Trainer you meet on Route 210





#### MIME JR.



Tail grass on Route 209 (Clamond version only)



A Trainer you meet on Route 208



#### MR. MIME



Tall grass on Route 218 (Diamond version only)



A Trainer you meet on Route 210







Hatch an Egg you got from a Hiker in Hearthome City





#### CHANSEY



Tall grass on Route 209



#### BLISSEY



A Trainer you meet in Victory Road



#### CLEFFA



Mt. Coronet, 1 FL





#### CLEFAIRY



Mt Coronet 2 FL



#### CLEFABLE



A Trainer you meet in victory Road





#### CHATOT



Tatt grass on Route 222





#### PICHU



The Trophy Garden of Pokemon Mansion



#### PIKACHU



The Trophy Garden of Pokemon Mansion





#### RAICHU



A Trainer you meet on Route 210



















Hatch an Egg you got from Riley on Iron Island



#### LUCARIO



May ene Verstone City Gym Leader



#### WOOPER



Tall grass in Pastoria Great Marsh







Tail grass in Pastoria Great Marsh



WINGULL



Tall grass on Route 213



On the water on Route 213









#### GIRAFARIG



Tall grass on Route 214



#### HIPPOPOTAS



The Maniac Tunnel



#### HIPPOWDON



A Trainer you meet in victory Road





#### AZURILL



Tal. grass n Pastoria Great Marsh



#### MARILL



Tal grass in Pastoria Great Marsh



#### AZUMARILL



A Trainer you meet on the water on Route 213





#### SKORUPI



Tall grass m Pastor a Great Marsh



#### DRAPION



Aaron, the Elite Four



#### CROAGUNK



Talt grass in Pastoria Great Marsh





#### TOXICROAK



Saturn, Team Galactic Commander



#### CARNIVINE



Tail grass in Pastor a Great Marsh





#### REMORAID



Fishing on Route 213 (Good Rod)





#### OCTILLERY



Volkner, Sunyshore City Gym Leader



#### FINNEON



Fishing on Route 205 (Good Rod)

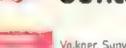




A Trainer you meet on Route 223

LUMINEON











**FEEBAS** 

Route 222

A Trainer you meet on

MANTINE

A Trainer you meet on Route 223

SNEASEL

Tall grass on Route 216





















At Lake Verity (After visiting Spear Pilar)





#### PALKIA



At Spear Pillar (Pearl version on y)



A ancient book the elder in Celestic Town shows you (Diamond version only)





**NILOTIC** 

Cynthia. Pokemon

eague Champion

SNOVER



TENTACRUEL



On the water on Route 205



MANTYKE













**WOUSBURGE** 







Tall grass on the summit of Mt. Coronet





Tall grass on Route 216

#### WEAVILE



Cyrus Team Galactic Boss when battling at Spear Pillar



#### UXIE



At Lake Aculty (After visiting Spear Pillar)





At Lake Valor After visiting Spear Pillar)



#### DIALGA



At Spear Pillar (Diamond version only)



A ancient book the elder in Celestic Town shows you (Pearl version only)



SECTION 4



224





## THE CONTEST CHALLENGE

In Hearthome City is a different kind of Pokémon competition for you to take on - the Pokémon Super Contest. Instead of battling another Trainer, this will be a test of your Pokémon's skills and talents. You will be judged in three divisions: appearance, dancing, and performance. Four contestants will face off, but which one will ultimately win the favor of the judges and the crowd?



#### THERE ARE FOUR CLASSES IN EACH OF 5 DIVISIONS

THE CONTEST HAS FIVE DIVISIONS – that is, five different types of Contests that you can compete in, all judging a different attribute. Within each division are four ranks. The starting rank,

the Normal Rank, can be entered by anyone, but to proceed into higher, more competitive ranks, a Trainer must first win the previous rank.



COMPETE TO SHOW POKÉMON'S "COOLNESS"



GREAT RANK

*NORMAL RANK* 



COMPETE TO SHOW POKÉMON'S "BEAUTY"



**NORMAL RANK** 

**GREAT RACK** 

**ULTRA RACK** 



COMPETE TO SHOW POKÉMON'S "CUTENESS"



*NORMAL RANK* 

**GREAT RANK** 

**ULTRA RANK** 

**MASTER PACK** 



COMPETE TO SHOW POKÉMON'S "SMARTNESS"



**NORMAL RANK** 

**GREAT RANK** 

ULTRA RANK



COMPETE TO SHOW POKÉMON'S "TOUGHNESS"



**NORMAL RANK** 

**GREAT RACK** 

**ULTRA RACK** 

The State Co.

#### WINNING HAS GENEROUS REWARDS

WINNING A SUPER CONTEST is about more than just prestige, it also means earning prizes such as ribbons and other accessories according to your division and rank. And these aren't just any items, as they are only available to winners of the Contests. How many can you win for your collection?











**COOL RIBBON** 



#### **GREAT RAAK**



**COOL RIBBON** GREAT

**RED BALLOON** 

#### **ULTRA RACK**



**COOL RIBBON ULTRA** 

TOP HAT





COOL RIBBON MASTER

**GOLD PEDESTAL** 



#### **AORMAL RACK**



BEAUTY RIBBON

BLUE BARETTE





**BEAUTY RIBBON** GREAT

BLUE BALLOON

#### **ULTRA RANK**



BEAUTY RIBBON **ULTRA** 

SILK VEIL





**BEAUTY RIBBON** MASTER

GLASS STAGE



227

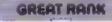
DMTEBSE

#### **HORMAL RANK**



**CUTE RIBBON** 

PINK BARETTE





**CUTE RIBBON** GREAT

PINK BALLOON

#### **ULTRA RANK**



CUTE RIBBON ULTRA

LACE HEADDRESS

#### MASTER RANK



**CUTE RIBBON** MASTER

FLOWER STAGE





#### *NORMAL RANK*



**GENIUS RIBBON** 

**GREEN BARETTE** 

#### **GREAT RANK**



**GENIUS RIBBON** GREAT

**GREEN BALLOON** 

#### **ULTRA RANK**



**GENIUS RIBBON** ULTRA

PROFESSOR 4 HAT

#### THE REPORT OF THE PARTY.



**GENIUS RIBBON** MASTER

**CUBE STAGE** 





#### **NORMAL RANK**



**POWERFUL** RIBBON

#### **GREAT RANK**



POWERFUL RIBBON GREAT

**YELLOW BALLOON** 

#### **ULTRA RACK**



POWERFUL RIBBON ULTRA



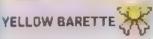
#### **NASTER RATIO**

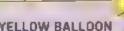


**POWERFUL** RIBBON MASTER

AWARD PODIUM









#### ---

#### THREE ROUNDS: VISUAL, DANCE AND ACTING

THERE ARE THREE ROUNDS, which require different skills and will be judged separately. These are visual, dance, and acting. All three scores will be combined at the end, with the winner being the

Pokémon with the highest total. The pressure can be a bit much for your Pokémon, so it's best to familiarize yourself with the Contest procedures for a smooth and worry-free Contest experience.



#### CHOOSE A RANK AND DIVISION

SPEAK TO THE RECEPTIONIST in the Contest Half and she will ask you to choose your rank, followed by division.



#### PICK YOUR CONTESTANT POKÉMON

OUT OF THE POKEMON currently in your party, select the Pokemon most suited for the division you have chosen.



#### ROUND 1 -APPEARANCE

EACH OF THE FOUR contestants steps forward in front of the audience, using their appearance to attract them. To raise the Pokémon's condition and charm, wear accessories that correspond to that round's theme.





#### ROUND 2 -

ALL FOUR CONTESTANTS will have to line up on stage together and then dance for the audience. One will take the lead and the other three must follow, to be fair, all four Pokemon will have a turn at being the lead dancer.





EACH POKÉMON gets a turn in front of the judges to perform their moves. They come out front, and you must pick a judge to perform for and a move to perform. The Pokémon gets four performances.





#### RESULTS

WHEN ALL ROUNDS are completed, the result will be announced. The contestant with the highest total of points is the winner.





IN THE RECEPTION AREA in the upper right of the Contest Hall, you can rehearse your performance. This practice session will let you take it a bit easy, as you can practice each round separately. It's a valuable tool in figuring out what will work for you and what won't, so practice early and often, especially before your first Contest.

## APPEARANCE

Attract and dazzle the audience with your appearance.

when you enter the first round is your Pokemon's appearance. Raise its condition and really work with the accessories to create a stunning look that fits the Contest theme and dazzles the audience



#### ROUND |

#### TIPS & TRICKS I

#### RAISE YOUR POKEMON'S CONDITION WITH POFFIN

THE FIVE DIVISIONS that the Contests are divided into all correspond to different attributes, or conditions, that your Pokemon has These conditions that your Pokemon will be judged on are Coolness. Beauty Cuteness Smartness and Toughness The level of these conditions can be improved by feeding your Pokemon Poffin, However, the amount you can feed them is not unlimited - once their fur-sheen meter maxes out, that's it for improving their conditions, Make the most of your Poffin feeding!



#### TIPS & TRICKS 2

#### CHOOSE YOUR POFFIN WISELY

BECAUSE EACH CONTEST DIVISION corresponds to one of the five conditions, you need to focus on improving one particular condition in the Pokemon you wish to enter if you compete in the Cool Contest, then you should be feeding your Pokemon Poffin that raises its coolness – in this case, spicy Poffin



#### PLAN AHEAD

BEFORE YOU START feeding your Pokemon Poffin decide what division you would like to enter first, in order to better specialize

#### THE CONDITIONS THAT AFFECT THE CONTEST RESULTS IN EACH DIVISION

DIVISION	MAJOR EFFECTS	MINOR EFFECTS	EFFECTIVE POFFIN
COOL	Coalness	Beauty, Toughness, Fur	Spicy
BEAUTY	Beauty	Cuteness, Coolness, Fur	Dry
CUTE	Cuteness	Smartness, Beauty, Fur	Sweet
SMART	Smartness	Cuteness, Toughness, Fur	Bitter
TOUGH	Toughness	Smartness, Coolness, Fur	Spicy



#### TIPS & TINCKS 3

#### VOU ARE WHAT YOU EAT

**POFFIN MAY improve** your Pokémon's conditions based on its flavor but that's not the whole story. How much Poffin improves the conditions depends

on how good the Poffin is - flavor and richness. Better food means a better Pokemon.

lavors are determined by what berri are used to make the Portio, and ometimes it ends up with more than



#### THE FLAVORS OF POFFIN



SMBOTH / 19





apotaness determines how much t affects your Ponemen's fur mater since Perfin can no lenger affect at okeman once its fur meter is full, it's better to feed them Poffin that doesn't aise the fur meter much. That means lower smeethness

#### TIPS & TRICKS 4

#### CREATE POFFIA WITH GERRIES

POFFIN 15 MADE by cooking berries. So using different berries will of course, create different-flavored Poffin, with varied richness and smoothness. Gathering a wide variety of berries will allow you to create good Poffin rich in flavor, low on smoothness.



#### НЕАИТН АЛО HEARTHOME

IF YOU WANT to make Poffin gather up your berries and head on over to the Poffin House in Hearthome City



#### CHOOSE THE INGREDIENTS

Choose your berries carefully, because those will determine the flavor of your Poffin.





#### STIR THE RIX

Your Poffin starts out as a liquid that you must stir slowly to avoid spilling any.





#### STIR A LITTLE FASTER

As you continue to stir, the Poffin will begin to thicken. Stir a little more briskly to avoid the mixture





#### DONE AND

Once finished, you will get a display with the cooking time, the kind of Poffin, and its level







IN PASTORIA CITY is a Scarf Man who will give you five different kinds of scarves. Not only do they look good on your Pokémon, but they'll help it earn a high score in the Contests.

#### TEMS YOU SARO SV IMPROVING THE. CONDITION

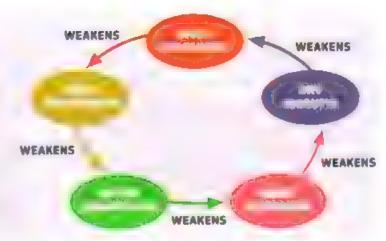
OF VOUR

POREMOR

- · RED SCARF
- BLUE SCARF
- PINK SCARF
- GREEN SCARF
- YELLOW SCARF

#### COMBINE FLAVORS TO CREATE SUPERB POFFIN

USING THE NINTENDO DS Wireless Connection, you can make Poffin with your friends! A variety of people means a variety of ingredients, allowing you to make higher-level Poffin. There are five different berry flavors – some of which can cancel each other out. Dry flavor can weaken Spicy flavor, for example You and your friends will need to put on your thinking caps and coordinate with each other in order to avoid runing your group Poffin.



#### TIPS & TRICKS 6

#### FAVORITE FLAVORS, BETTER CONDITIONS

EVERY POKÉMON has their own personal preferences when it comes to Poffin, based on their nature. Feeding them what they like will make them healthier and more content, which in turn will raise the appropriate condition even higher.



Check the Poffin feeding screen or strengthlookup screen to find out your Pokemon's taste for Poffin.



Feed your Polismon the Poffin they like to bring up their condition even higher than usual.

#### **NATURE AND POFFIN TASTE**

IMIONE		more	
NATURE	LIKE		DISLIKE
Hardy		none	
Adament	Spicy		Dry
Brave	Spicy		Sweet
Naughty	Spicy		Bitter
Lonely	Spicy		Sour
Modest	Dry		Spicy
Bashful		none	
Quiet	Dry		Sweet
Rash	Dry		Bitter
Mild	Dry		Sour
Timid	Sweet		Spicy
Jolly	Sweet		Dry
Serious		none	
Naive	Sweet		Bitter
Hasty	Sweet		Sour
Calm	Bitter		Spicy
Careful	Bitter		Bry
Sassy	Bitter		Sweet
Quirky		wone	
Gentle	Bitter		Sour
Bold	Sour		Spicy
Impish	Sour		Dry
Relaxed	Sour		Sweet
Lax	Sour		Bitter
Docile		none	



#### THE STATE OF THE LOADS TO

#### DRESS FOR THE THEME

THE FIRST ROUND is all about making your Pokemon look good, and part of that is dressing the part with the right accessories. There are 12 possible themes, and in every Contest one of those will be named as the one to aim for Show off your keen fashion sense and score high by choosing the right accessories for the theme.

HE NUMBER OF ACCESSORIES OU ARE PERMITTED TO USE Normal Rank x 5, Great Rank = 10 Uitra Bank = 35, Master Bank = 20

#### ACCESSORY CASE



#### THEMES AND SAMPLES OF ACCESSORIES



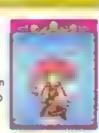
- . Pink Fluff
- · Blue Scale
- · Green Scale
- Red Flower • Orange Flower
- Flag etc.



- Narrow Scale
- Big Scale
- . Blue Feather
- · Red Feather
- Shed Hern
- Thin Mushroom • Spring
- etc



- White Fluff
- Brown Fluff
- · Snaggy Pebble
- . Shed Claw
- Thick Mashroom Pretty Dewdrop
- . Snow Crystal etc



- Black Moustache
- White Moustache
- · Spring
- · Glitter Powder
- Googly Specs
- Black Specs · Confetti etc.



#### • Round Pebble

- Jagged Boulder
- · White Flower
- · Pink Flower Turtwig Mask
- · Chimchar Mask
- Piplup Mask etc.



#### · Glitter Powder

- Shimmering Fire
- Puffy Smoke
- Humming Note
- Confetti
- Spotlight
- Flag



#### • Brown Fluff

- · Black Fluff
- Jagged Boulder
- . Black Pebble
- Blue Scale
- Thin Scale . Black Beard



#### Yellow Fluff

- White Fluff
- Glitter Boulder
- Big Scale
- Yellow Feather
- White Beard
- Shed Horn



- + Jagged Boulder
- Mm Pebble
- Thin Scale - Shed Horn
- · Peculiar Spoon
- Black Specs
- Sweet Candy



#### • Orange Fluff

- Black Moustache
- Small Leaf
- Pretty Dewdrop
- Camet
- Poison Extract
- Confetti

#### Round Pebble · Mini Pebble

- Green Scale
- · Purple Scale
- Red Feather - Glitter Powder
- Spotlight



#### + Gitter Boulder

- Pretty Dewdrap
- . Snow Crystal
- Mystic Fire
- · Gitter Powder
- Gorgeous Specs Colored Parasol



#### TIPS & TRICKS B

#### LOAD UP ON ACCESSORIES

HOW WELL YOU DO in Round 1 depends on how many different accessories you have on hand. Make sure you have a number of accessories of each kind

so you are equipped to handle whatever theme they throw at you. Here, we present three ways to find accessories.

#### AMBLE AMIABLY IN AMITY SQUARE

AMITY SQUARE is a lovely location in Hearthome City where you can take a walk with seven different kinds of Pokemon from your collection. Not only is it a pleasant experience, but your Pokemon will sometimes pick up accessories there. Each Pokemon picks up a different accessory (P 280) so take one of each out at some point to collect every item.



Take some time to walk though you can always run if you prefer.



Stand in front of your Pokemon and press 'A' to obtain the accessory they've picked up on their walk.



#### 2 IN RELAXING MASSAGE

HEAD TO VEILSTONE CITY and climb the stairs north of the Game Corner to find a house in which lives a lovely lady who will give your Pokémon one massage a day. As proof that your Pokémon was massaged, she will give you an accessory. You can go back to her again and again for accessories, but only once a day



The lady will massage any Pokemon, so choose one from your party

#### TRADE BERRIES FOR ACCESSORIES

AT THE PICK A PECK OF COLORS
Flower Shop in Floaroma Town, you can exchange your berries for their accessories. But they won't just take a handful – you need a lot' Bury your berries in soft, loamy soil and water them with the Sprayduck to grow more berries in a short period of time (P. 288)



If you need flower accessories, this is the place to get stuff like Red Flower and White Flower

#### **USE MULCH TO INCREASE YOUR BERRIES**

Berries will grow more plentiful if you use mulch that you can purchase on Route 208. There are four different kinds, so pick the one that fits your need the most.



See the list of accessories on page 282.



## DANCE

#### Move to the music to get a high score.

JUST MOVE IT AND GROOVE IT Round 2 is less about style and more about skill - you'll have to dance precisely and harmoniously to the music played. As opposed to the other two rounds, which

require more preparation, this round will require the player's attention and focus as it happens. Use the castanets on the bottom screen to tap a great performance out of your Pokémon!





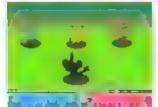
#### TIPS & TRICKS 1

#### TAKE THE LEAD OR PROVIDE BACKUP

ALL FOUR CONTESTANT POKÉMON will dance together, with one taking the role of lead while the other three following along To be fair, all four Pokémon get a shot at being the lead at least once in the round

#### BACKUP DANCER

CLICK TOTAL CHARMING IN THE LINE THE LINE DISTRICTS OF



#### 1 THE LEAD DANCER

The lead dancer will step in front and start a dance, the steps of which the other three Pokémon must imitate. As you progress in rank the lead Pokémon's dancing will become harder and harder.

#### **2 THE BACKUP DANCERS**

in the role of backup dancer, you must click

your castanets exactly as the lead dancer did. Their moves will be indicated on the blue bar at the lower left of the top screen. For higher points, click on the castanets at the same exact beat. To increase accuracy, memorize the location of the castanets.

#### LEAD DANCER

BACK TO THE BUILD SCHOOLS TO HOUSE CHIS SHOPE



#### I YOUR DANCING

When dancing in the lead, your goal is to make the other Pokémon fail to follow you. To do so, you need to come up with more complicated steps that will be hard to imitate improvisation is your greatest ally

#### **2 THE BACKUP DANCERS**

The backup dancers will dance the same

dance that your lead Pokemon is doing. As you go up in rank, they will make fewer mistakes.

#### TIPS & TRICKS 2

#### MARCH TO YOUR OWN BEAT

YOU MIGHT DANCE a pretty dance, but what you're really aiming for is to make the other Pokemon screw up To do this, there has to be opportunity for mistakes, which means making your dance as complex and difficult as possible



You can try each of the different patterns, but your dance will be far more effective if you combine techniques.

#### HOW TO TAKE ON AND TAKE OUT

#### PHILERN

#### USE ALL FOUR PAIRS OF CASTANETS

Though it might be tempting for simplicity's sake, sticking to the same castanets makes it too simple for your rival contestants to dance along with you. You light three pairs of castanets in Normal and Great Rank, and four in Jitra and Master Rank - use them all to make complicated combinations of moves that will trip up your backup dancers, even on a simple rhythm.



#### PATTERN 2

#### CLICK LONG INTERVALS IN THE CASTANET PLAVING

At the start of your session, click on your castanets, and then hold for a few seconds cicking toward the end of the music Creating a long interval between clicks breaks your opponents concentration causing them to make more mistakes.

#### PATTERN 3

#### CLICK YOUR CASTANETS INTO THE PALE BLUE AREA

When you play along with the music, a mark appears in the white area of the music score linking it directly to the rhythm However if you're off-beat by a half note the mark will appear in the blue area of the score much harder for the backup dancers to keep up with

#### PATTERN 4

#### CLICK ON THE GLUE CASTANETS

At the beginning of the music, click on the blue castanets. Then click them again at the end of the music. Your Pokemon will step to the front, briefly obscuring the pink score. If the backup dancers have short memories, they will have trouble keeping up.







## ACTING

Show off your moves for a high score.

TURN HEADS WITH AN IMPRESSIVE SET OF MOVES. The final round of the Contest is where your Pokémon will perform their battle moves for the judges. Points are indicated with hearts – the more hearts appear, the more impressed the judges. Of course, you want to get as many as possible.

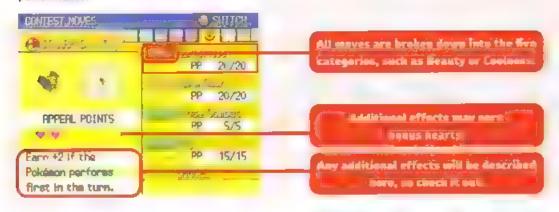


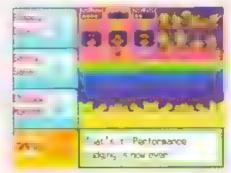


#### TIPS & TRICKS 1

#### GO OVER THE MOVES YOUR POKÉMON WILL USE

EVERY POKEMON MOVE has a specific effect in a Contest. Before the Contest, it's best to check your Pokemon's move on the status screen to see how they can help you out in performance.





You will have to perform four times, so make sure you have a nice inventory of moves available.

#### TIPS & TRICKS 2

#### SELECT YOUR JUDGE

THERE ARE three judges watching the performance round, and you will have to choose one judge to perform for. If you don't choose the same judge as the other contestant, you'll have the entirety of their attention – and all of their affection, earning you three additional hearts.



You don't know which judge your opponents will choose, but hopefully you won't pick the same one









DEXTER
The head
judge and
also the MC



KEIRA One of the regular judges.

#### THE NUMBER OF HEARTS YOU EARN FROM THE JUDGES

CONDITIONS	THE NUMBER OF HEARTS YOU EARN
You have your own judge	Heart +3
Your share your judge with one contestant	Heart +2 each
Your share your judge with two contestants	Heart +1 each
Your share your judge with three contestants	0

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#### TIPS & TRICKS 3

#### COMBINE THE SAME DIVISION AND MOVE FOR HIGH VOLTAGE

THE VOLTAGE indicates the zeal of the audience watching the Contest. If you use like kind moves in the appropriate Contest—like Cool moves in the Cool Contest—then the Voltage of your judge will go up by one and a star appears above the judge's head. Unfortunately, some moves can also bring down the voltage

#### **HOW MOVES AFFECT THE VOLTAGE**

DIVISIONS -	MOVES THAT RAISE THE VOLTAGE	HOVES THAT LOWER THE VOLTAGE
Cool Contest	Coolness	Cuteness/Smartness
Beauty Contest	<b>Seauty</b>	Smartness/Toughness
Cute Contest	Cuteness	Taughness/Coalness
Smart Contest	Smartness	Coolness/Beauty
Tough Contest	Toughness	Beauty/Cuteness

#### TIPS & TRICKS 4

#### RAISE THE VOLTAGE TO GET A LOT OF HEARTS

WHEN YOUR selected judge's voltage reaches stage 5, you receive a bonus number of hearts. Dexter will give you 8 hearts, while Jordan and Keira will give you 5. You need to choose the judge with high Voltage and reach stage 5 as soon as possible



Once a judge's Voltage reaches stage 5, the arena is filled with zeal and star marks will line up above the judge's head

#### YOURGE DOMUS HERRIS

JUB68-	BONUS HEARTS
Cexter	+8
Jordan/Keira	+5



In addition to your usual bonus hearts, 8 or 5 extra hearts will be granted as a bonus.

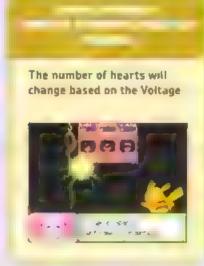
#### TIPS & TRICKS 5

#### MASTER VOUR MOVES

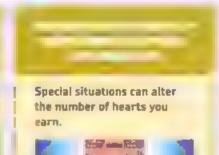
THE MOVES YOU USE in performance have many different effects. The ones with a high chance of success won't earn as many hearts, while the ones with a low

chance of success with earn a lot of hearts. You'll need to teach your Contest Pokemon as many moves as possible for a wide selection that can add up to a high score.











## WHO WANTS TO BE A WINNER?

Select the best Pokémon to take into each division.

when Picking Your Contest Pokémon, the biggest factor will be what moves they possess. Imagine your Pokémon performing in front of a judge. How well will they do them? Here are a few recommendations for Pokémon that really shine in each division.





GET CHATOT TO LEVEL 33 and teach it the moves Taunt and Roost Taunt earns a lot of hearts when the Voltage is low, while Roost will earn a lot of hearts when the Voltage is high. Which one you should use depends on the judge you're performing for.





Adamant Brave Naughty Lonely



Taunt

Roost



BRING REMORAID TO LEVEL 36 without evolving it and teach it the move Signal Beam. This will raise the judge's Voltage, earning 2 additional hearts for a total of four in performance.



Modest Quiet Rash Mild



Frustrat on BubbleBeam Water Gun



RAISE KRICKETUNE TO LEVEL 34 and teach it the move Bug Buzz. This move will earn additional hearts if you raise the Voltage. Unless your opponents use a move that prevents the Voltage from going up, you are guaranteed 4 hearts.



#### MATUROS

Jolly Naive Hasty

#### MOVIN

Steep Talk X Sc ssor Sing



GET TENTACOOL TO LEVEL 34 without evolving it and teach it the move Poison Jab Raise your judge's Voltage to earn 4 hearts. If you're the only one performing to that judge, this move will net you 7 hearts



#### *5* 1

Calm Careful Sassy Gentle





BRING GEODUDE TO LEVEL 39 without evolving it and teach it both the moves Earthquake and Stone Edge Stone Edge earns 4 hearts if the judge's Voltage goes up, and Earthquake will earn 4 hearts if it's the last performance in a turn.



Bold Impish Relaxed Lax

Stone Edge Earthquake Rock Throw Rock Polish SECTION 5



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# GET THE MOST OUT OF YOUR GAME WITH CONNECTION PLAY

Have fun with friends and family!

POKÉMON DIAMOND AND POKEMON PEARL now feature special communication functions that allow you to trade and battle in whole new ways - they're easy, and most important of all, fun!

#### 8 WAYS TO CONNECT IN DIAMOND AND PEARL

POKÉMON DIAMOND AND POKÉMON PEARL are compatible with both the Nintendo DS wireless connection and the Nintendo Wi-Fi Connection, with 8 different games and activities to try. The DS wireless

connection requires no additional hardware to try, though you will need additional equipment to try the Nintendo Wi-Fi Connection

#### NINTENDO DS WIRELESS CONNECTION

1	
2	
3	
4	
5	



#### *<u>NINTENDO WI-FI CONNECTION</u>*





#### WHAT IS THE NINTENDO WI-FI CONNECTION?

IT'S THE WORLD'S FIRST wireless internet service that allows you to play games with friends anywhere – in your country, and even across the world. It's safe, and best of all, free! Players who have

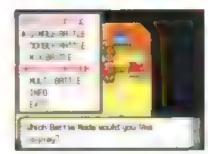
corresponding software can play together, bypassing the constraints of space and time (zones). To connect, you need a computer with Internet access, and either a wireless router or the Nintendo Wi-Fi USB Connector.

FOR MONE DETRILL, SALL

#### POKÉMON COMMUNICATION CLUB COLOSSEUM

Take your Pokémon on some exciting connection battles.

THERE'S A POKÉMON CENTER in every town, and a Colosseum on the 2 FL of every Pokémon Center. If you want to experience the thrill of battle with friends and family, stop on by for some action.



#### **FEARSOME FOURSOME**

WHEN SIGNING UP in the Poxemon Communication Colosseum you have the choice of single battle or double battle, for two or four players. Try them all out, or stick with the one you like the most.

#### SINGLE BATTLE

IT'S JUST YOU versus one opponent with a Pokemon apiece. It's basic, simple, though not always easy.



#### DOUBLE BATTLE

THIS TIME it's two players, two Pokemon on the field apiece. The Pokemon will have to work together with the right combinations of moves to achieve victory.



#### MIX BATTLE

TWO PLAYERS enter the arena with two Pokemon on the field and one in reserve for a total of three on their teams.



#### **MULTI BATTLE**

FOUR PLAYERS pair off with Pokemon apiece, for the ultimate Double Battle that requires a deal of team work and skill.



2 mm	SWPER CUP	STANDARD COP	VIMICY CHP	LITTLE CUP	LIGHT CUP	BOUGLE CU
No of Polistman	6	3	3	3	3	1 4
Upper Limit of Level	No Upper simit	Lv \$0	Lv 30	Lv 5	Lv 50	Lv 50
Level n Total	No simit	No Limit	Lv 80	No civilt	No Limit	No Limit
Height	No Limit	No Limit	6ft and under	No Limit	No Limit	No Limit
Weight	No t-mit	Nazimit	44lbs and under	Ne Limit	219bs and under	No Limit
Evolving Pokemon	Qualified	Qualified	Not Qualified	Not Qualified	Not Dualified	Quatrified
Same Pokemon	Qualified	Not Qualified	Not Qualified	Not Qualified	Not Qualified	Not Qualified

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#### UNION ROOM

Enjoy the numerous functions of the wondrous Union Room.

IN EVERY POKÉMON CENTER in Sinnoh is a Union Room located on the second floor. You can trade, battle, and chat with friends in the same room in the real world.



#### SIX DEGREES OF UNION ROOM FUN

UP TO FIVE players can gather in the Union Room, to trade or to battle. You can invite any of your friends who have a copy of Pokémon Diamond or Pokémon Pearl to come on in and join the fun.

#### SIX GAMES YOU CAN PLAY

#### GREETINGS

SHOW OFF your Trainer Card! The card you show will be the one you designed at the Pokemon Center in Dreburgh City.



#### DRAWING

ALL OF THE PEOPLE in the room can work together on the canvas to create pretty pictures with lines and colors.



#### BATTLES

SELECT TWO Pokemon at level 30 or below for a single battle, low on stress and great for practice sessions.



#### TRADE

YOU CAN TRADE Pokémon with the other people in the room. Simply select "Trade (Up for a Trade)" and off you go!



#### RECORDS

SET YOUR PLAY data loose by mixing records with a friend, creating some rather interesting occurrences that will appear throughout the game.



#### CHAT

SEND A MESSAGE to everyone in the room by pressing the 'X' button and selecting "Chat" to begin Easy Chat

Plasting 1				
POGMON	PONHON 2	MANE		
ADVE 2	<u> </u>	TRETHER		
PEPLE	GHET HES	LIFETYLE		
FEEL DIES	TOUGH LIDRES	JATON		
DPNOEL.				
Cross a sand to place.				

## **MIX RECORDS**

You can exchange game information with friends.

YOU ARE NOT ALONE in your journey across Sinnoh, as you'll see when you mix records with friends. With this function, details about your journey will find their way into your friends' games and vice versa, allowing you glimpses into each other's activities



#### MIX IT UP

YOUR RECORD CONSISTS of a smattering of information about your adventure. When you mix records, you'll start to see your friends featured in television programs, and the images of their Pokémon will be displayed at Jubilife TV. And some of the effects are more subtle, like the timing for catching Feebas will be the same, or you'll all have the same chance of winning the slot machines.

#### HOW TO MIX



ENTER THE UNION ROOM from the Pokemon Wireless Club on the 2 FL of any Pokemon Center. You must speak to the woman at the info counter in the center and start up a Nintendo DS Wireless Connection before you step inside.



YOU CAN ACCESS the Union Room any time between Sandgem Town and the Pokémon League.



YOUR FRIEND will walk into the room as well, bearing the appearance that they chose for themselves at the Pokemon Center in Oreburgh City when asked who their favorite Trainer was Speak to your friend and select "Record".



IF THE OTHER player agrees by selecting "yes", then you will switch to the Mix Records screen



IF THE PERSON responds in the positive, then they will participate in the record mixing. All of the participants will have their records mixed, and if you and a friend are in the same group, you will end up having the same experiences in your respective journeys.



UP TO FIVE people can participate at a time, making it even more fun to mix records.



#### YOUR FRIEND WILL APPEAR ON TV

AS YOU TRAVEL, you may occasionally find programs on the televisions in your house or other people's houses. These generally aren't much, until you mix records. You will start seeing your friends in interviews and other programming. After mixing records, keep an eye on the televisions you encounter – there'll be lots of new things to see.

Keeping up with your friends' journey is easy when you watch television regularly.



#### PROGRAMMING GUIDE - SHOWS YOU MIGHT SEE YOUR FRIENDS ON



INTRODUCING your friend's Pokemon



YOUR FRIENO had a Pokemon Egg - where did it hatch and what came out?



JOIN THE Poffin Manuac for an overview of Poffin your friends made.



#### Personality Chock w

LOOK INTO your friend's mner psyche based on the type of Pokemon they chose.



#### OKERON SHOW

FEATURING THE BATTLE data of your friends, this program shows how many times they threw their Poke Balls and the end results.



TALK SHOW about your friend's Pokémon and the photos at Jubilife TV





WHAT KIND of items did your friend's Pokemon find in Amity Square?



#### ARBOUNDS

LIVE COVERAGE of Pokemon Super Contests, with contest results and your friend's comments



The state of the s

WHAT GROUP do your friends belong to and what type of Pokemon do they have?

#### SMILE FOR THE CAMERA AND GET INTERVIEWED

THE COMMENTS featured in the television programs don't come from thin air - they actually are from the interviews done by the TV reporters located throughout Sinnoh like the Contest Hall and the Poffin

House in Hearthome City. Talk to them to create interviews that will appear on your friends' televi-



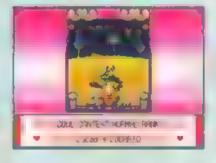
Snowpoint City teach you some difficult words to make your interviews a little intellectually stimulating.



#### PHOTO DISPLAY AT JUBILIFE TV

HEAD TO THE 2 FL of Jubilife TV in Jubilife City to check out photos of dressed up Pokémon. After mixing records, the photos displayed will be that of your friends' Pokémon, with up to 10 photos being displayed. If you've always been curious about what accessories your friends are fond of using on their Pokémon, now's the time to check 'em out.

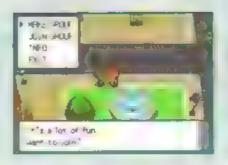
Check out the titles your friends gave the portraits of their beloved Pokemon.



## THECOROS E

#### SHARING EXPERIENCES

IF YOU AND YOUR FRIENDS are in the same group, then you can share information that will lead to you sharing the same experiences. Events and activities in some parts of the game will end up being the same, allowing you to collaborate on things like the Pastoria Great Marsh and the slot machines.



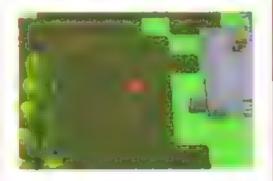
#### **ALL TOGETHER**



#### THE DETAILS SHARED BY GROUPS

#### THE POKÉMON APPEARING AT

THE POKEMON encountered at the Pastoria Great Marsh change daily, but members of the same group will have the same Pokemon, allowing them to coordinate and strategize together on how to catch them all



THOUGH FEEBAS is always located at Mt
Coronet, where exactly it will appear changes
daily. Friends in the same group will always
find Feebas at the same location as each
other, so they can work together to find and
catch Feebas quickly.



#### **BLOT MACHINE PROGREILITY**

EVERY SLOT MACHINE in the Veilstone Game Corner has a different chance of winning big. If you mix records, all of the members in your group will share the same probabilities – if you find one that looks promising, you can tell them about it!



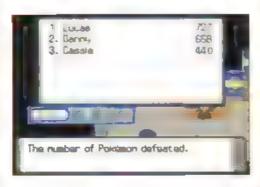
#### BATTLE TOWER TRAINERS

THE BATTLE ROOM of the Battle Tower has different Trainers in it. When you mix records the kinds of Trainers and the order of their appearence is shared between the group, allowing a little competition to see who does better



#### BROUP NECORDS

ON THE 3 FL of Jubilife TV is a Group Ranking section where you can compare the stats of the group members, such as Pokemon Super Contest or Battle Tower results, number of captured Pokemon, and much more



ONCE YOU obtain the National Pokedex, the professor's assistant will tell you about a massive gathering of Pokemon somewhere in Sinnoh - a location that will be the same for other members of your group. Cooperate with each other to take care of the situation.

\_\_\_





# EXPLORE THE UNDERGROUND!

Check out the Sinnoh region's Underground with some friends.

DEEP DOWN below the surface of Sinnoh is a vast underground filled with treasure hunting and fun activities for up to eight players

WHAT IS WAITING FOR YOU

#### AND YOUR FRIENDS?

WELL, THREE ACTIVITIES are waiting for you down in the Underground the Fossil Dig, Secret Bases, and the rousing game of Capture the Flag. They may seem like simple enough games on the surface, but once you get into them with some friends, things can get pretty crazy and challenging, but fun. Just the kind of break that every Trainer needs while on their Pokémon journey



#### THE ACTIVITIES OF THE UNDERGROUND

#### FORES, DIE

USE A HAMMER and pick to dig at the walls in the Underground, locating valuable items like spheres which can be traded for Secret Base items, fossils that can be restored into Pokémon, and useful Battle items. Unfortunately, you can't take your time, since the walls could crumble at any time!



#### **BECRET BASES**

INSIDE THE UNDERGROUND players can build Secret Bases that they can decorate to their liking, using furniture, dolls, and other items found throughout Sinnoh. Collect as many items as you can to personalize your own little piece of Sinnoh.



#### Company on sing

YOU CAN INFILTRATE other player's Secret Bases to seize their flags, bringing the small symbol back to your base. Beware – other players can take your flag as well, forcing you to run after them to get them back. Luckily, you can place traps on the floor in advance so the thief won't get very far.



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#### **UNDERGROUND RULE 1:** GET AN EXPLORER KIT FROM UNDERGROUND MAN

TO BE ABLE to travel to the Underground at all, you need to get a kit from Underground Man. Just speak to him in Eterna City, and you'll get a kit that you can use any outdoor place in Sinnoh.



#### A TO-DO LIST

JINDERGROUND MAN WILL assign you six missions. Complete them successfully for great rewards



#### **UNDERGROUND RULE 2:** THE UNDERGROUND IS EVERYWHERE IN MINNOH

SINNOH GETS a whole lot bigger when you enter the Underground, a huge area stretched out over the entire region. A radar on the upper screen will indicate your location, the location of your secret base, and the location of hidden treasures. Keep an eye on this radar, and you'll have no worries about getting lost









#### Underground Rule 3: GET A RESPONSE BY TOUCHING THE BOTTOM SCREEN

FOLLOW THE RADAR to the treasure, and then touch the bottom screen with the stylus. Treasures in the wall and traps in the ground will respond by glowing. With this method, all you need in the Underground is the radar and stylus





## FOSSIL DIG

Items of different types are hidden in the walls.

UNDERNEATH all those glowing spots on the walls are many kinds of treasures like spheres, shards, and Pokémon fossils. Using your hammer and pick, you can dig these treasures out of the walls before they collapse.

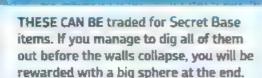




#### TAP ON THE WALL TO DIG OUT TREASURE

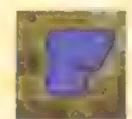
YOU HAVE TWO tools with which to dig items out of the walls, the hammer and the pick. These items have different levels of power, which affects the stability of the wall. The hammer lets you dig large areas quickly, but it clefts the wall quickly. The pick lets you work at small areas carefully, only increasing the cleft in the wall a bit each time. The cleft meter will let you know how big the cleft in the wall is – once the meter is at the left end of the screen, the wall collapses. Work with both tools to dig out items quickly and successfully.

#### ITEMS YOU CAN DIG OUT OF THE WALL





COLLECT 10 and obtain a TM. Four different colored shards exist: red, blue, yellow, and green.



#### POKEMON FOSSILS

ANCIENT POKÉMON may be gone, but their fossils remain buried in the Underground. Once your obtain the National Pokédex, more fossils will become available to dig up.



#### **EVOLUTION ITEMS**

LOTS OF RARE stones that make Pokemon evolve can be found here, like the Moon Stone and the Thunderstone.



#### Married by man

LOTS OF ITEMS that can't be found in stores are buried in the Underground, like Max Revive, a invaluable item that you'll be glad to have for your toughest battles.



#### RESIDENCE PROPERTY.

COLLECT THESE and give them to the Move Tutor in Pastoria City, who will teach your Pokémon a new move for every scale.





### EXCHANGE YOUR LOOT FOR POKEMON AND ITEMS

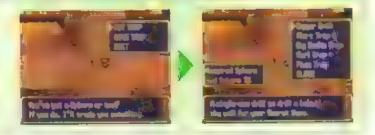
THE STUFF YOU DIG out of the walls might be pretty, but rather than holding on to them, you should trade them in for Secret Base items or revive the fossils into living, breathing Pokemon, Check out the examples below for reasons why you should keep digging for treasure.

#### PLACES TO TRADE IN YOUR FINDINGS



#### SPHERES: THREE TRADERS IN THE UNDERGROUND

HAND OVER YOUR SPHERES and they will give you items based on what they trade in. There are three kinds of traders: goods traders, trap traders, and loot traders. If you want items for your Secret Base, track down a goods trader. Of course, if you want traps, you go to a trap trader.





#### OREBURGH MINING MUSEUM

BRING YOUR FOSSILS to the Oreburgh Mining Museum to witness the miraculous - they will restore the fossils to Pokémon! Just leave your fossils at reception and come back a little later to pick up your newly-revived friends.







#### SHARDS: HOUSE ON ROUTE 212

IF YOU COLLECT 10 of the same color shard, bring them to the lady living on Route 212, because she will give you a TM in exchange. Red shards will gain you Sunny Day, blue shards grant Rain Dance, yellow shards mean Sandstorm, and green shards will gain you Hail.





#### MAKE SURE ITEMS ARE IN YOUR OAG

ITEMS YOU FIND in the Underground are deposited into a loot sack, which you can't take with you back to the surface. So make sure to transfer items into your bag, so you don't lose items like the Skull Fossil or Max Revive when you head back into the sunlight. A loot sack can only hold so much, so once it's full you won't be able to put anything else in it. Make sure to transfer items into your bag often.





#### **BUILD A SECRET BASE**

YOUR SECRET BASE in the Underground is your own personal space to arrange as you will. Trade the spheres you find for furniture items and use them to decorate your base. With enough work, it'll become the special hideaway you dreamed of.

#### MAKE IT ORIGINAL, MAKE IT ONE-OF-A-KIND

Base, you use your PC. When you get an item, place it in the PC, where you can then arrange it wherever you want in the base, as long as a rock is not blocking the area. The only way to remove those rocks is to steal the flag out of your friend's Secret Base.





#### TRADE SPHERES TO THE TRADERS

THERE ARE THREE DIFFERENT kinds of traders wandering through the Underground: the goods traders, the trap traders, and the loot traders. They aren't scarce, either – you'll find as many as eight trap traders alone – and they always remain in the same spots. Remember their locations well, so you always know where to go to trade specific items.

#### THE THREE TRADERS

#### **GOODS TRADERS**



THESE TRADERS are looking for spheres, for which they will trade you items for your Secret

Base. The variety of goods changes daily. You can also trade them good in exchange for spheres.

#### TRAP TRADERS



THESE GUYS will trade you traps in exchange for spheres of different colors and sizes. Stock

changes every day. You can also trade traps back to them in exchange for spheres.

#### **LOOT TRADERS**



YOU CAN give these guys any assorted items you find in the Underground, like fossils, Evolution

items, or battle items, and they will trade you spheres in return. The color and sizes of their spheres varies by trader.

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### **COLLECT GOODS TO DECORATE YOUR SECRET BASE**

THERE ARE MORE THAN 80 different items for your Secret Base that can be obtained before the end of the story mode. The majority can be gotten from the goods traders, but you can buy some on the 4 FL of the Veilstone Department Store or get some as gifts from Mr. Goods in Hearthome City by fulfilling certain requirements.



You can use your PC to decorate your Secret Base any way you want

#### **GOODS FOR YOUR SECRET BASE**



THESE COME IN different styles and sizes like Big Table and Small Table.



THESE HAVE DIFFERENT SIZES and materials like Wood Chair and Blue Cushion.



THIS CONSISTS OF various storage items, like Euphoard and Bike Rack.



LOTS OF POKEMON represented as cute prush, like Munchlax and Bonsty

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like Game System and Vending Machine.



which you can arrange to trap friends who try to steal your flag.



and trophies like Cute Cup and Shiny Gem.



THESE COME IN various sizes and colors, like Lavish Flowers and Bonsai

#### DURY SPHERES TO MAKE THEM DIGGES

YOU MIGHT LOVE DIGGING spheres out of the wall, but there's a huge advantage to reburying them in the ground. The longer they're buried, the larger they grow. You can even bury spheres of the same color together such that they fuse together to make an even bigger sphere. Check the chart for how the spheres grow do you can earn all the goods you want

#### SPHERES AND THEIR GROWING TENDENCIES

HARD TO GROW PRISM SPHERE HARD TO GROW



#### CAPTURE THE FLAG

# TAKE YOUR FRIEND'S FLAG BACK TO YOUR SECRET BASE FOR SWEET VICTORY!

game with friends where you try to grab each other's flags. With all the capturing and recapturing, it's like the Sinnoh version of tag.



#### **RUN AS FAST AS YOU CAN**

GRAB HOLD of your friends flag from their Secret Base and carry it back to your base. Your own flag will upgrade, allowing you to move more rocks from your base and place your goods even more to your liking. If you want the perfect Secret Base, this is the only way to go.



## THE FLAG RANKS AND WHAT YOU CAN DO



#### PORMAL PLACE

- · You have never obtained a flag yet.
- You can place up to 10 goods in your base.
- You can't remove any rocks.



#### **BRONZE FLAG**

- You've obtained 1 flag.
- You can place up to 12 goods in your base.
- You can remove 1 rock.



#### SILVER FLAG

- · You've obtained 3 flags.
- You can place up to 14 goods in your base.
- . You can remove up to 5 rocks.



#### TO DAY

- You've obtained 10 flags.
- You can place up to 15 goods in your base.
- . You can remove up to 10 rocks.
- You can use fossils, spheres and trap radar.



#### PLATINUM FLA

- You've obtained 50 flags.
- You can place up to 15 goods in your base.
- · You can remove all the rocks.

#### PLACE TRAPS TO PROTECT YOUR FLAG

WHEN YOU TRY to steal flags from your friend's Secret Bases, you aren't alone in your thievery. While you're headed to their base, they're headed to your base to steal your flag. Protect your base with traps to keep them away from your flag. Should they avoid your traps and run off with your flag, go after them - you need simply touch them to end the chase.

#### THE TRICK OF TRAPS

WILL THROW you one of four directions. A Hurl Trap will throw you even further.



#### **FORM TRAP**

FOAM WILL COME OUT. YOU CAN dispel it with the stylus. A Bubble Trap will give you even more bubbles.



A ROCK falls on top of you, which you can break by tapping it with the stylus. Rockfall Trap is harder to break.

HARM PARKS



#### المراجعة المتألفة الم

FLOWER PETALS will whirl up on the screen. You can blow on them to make them disappear.. A Leaf Trap will have a similar effect.



bigger amount of smoke.

SMOKE COVERS the screen. You

can push it away with the stylus.

The Big Smoke Trap has an even

#### EMBER TRAF

FIRE ATTACKS you. You can put the fire out by blowing on it. A Fire Trap is harder to extinguish.



di piraculat da mare qui page dell'



#### DE MORE EFFECTIVE BY COMBINING TRAPS

SIMPLY THROWING the traps when your opponents approach you will do no good. The best use you could make of traps is to combine their effects to baffle

and hinder your opponent. With six different types of traps, you have a number of effective combinations to try out with dastardly results



Throw your friend to the right.



Throw your friend in an upwards direction



Drop a big rock on them to completely block them.



# WI-FI COMMUNICATION

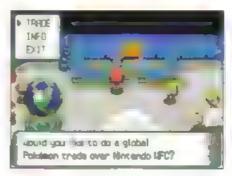
Use the Nintendo Wi-Fi Connection to connect with other Pokémon players across the land!

THE NINTENDO WI-FI CONNECTION lets you interact with other Pokemon Diamond and Pokemon Pearl players through the Global Trade System. Pokemon Wi-Fi Club, and Wi-Fi Battle room, all found in the Pokemon Center. Now you can battle and trade with Trainers from near and far!

#### GLOBAL TRADE STATION (GTS)

#### ACROSS GREAT DISTANCES

AT GLOBAL TRADE STATION in Jubilife City, you can trade Pokémon with Trainers that you've never even met. In order to complete your Pokédex, take advantage of this worldwide trade.



#### YOU CAN ALWAYS GET WHAT YOU WANT

You can use the Global Trade
Station to trade Pokémon with other
Trainers, even ones you've never
met before! You can set your own
conditions for a trade or search for
other Trainers who are want to trade
the Pokémon you want. Since you
don't have to deal directly with the
person you're trading with, you don't
have to worry about being on Wi-Fi
at the same time

#### THE TWO OPTIONS AT GTS:

#### **PUTTING YOUR POKÉMON UP FOR TRADE**

TO MAKE A POKEMON AVAILABLE for trade, first set the trading conditions for your target Pokemon. Then, leave your Pokemon with the GTS. If someone has agreed to your conditions by the next time you connect to the GTS, the trade will go through.

#### LEARCHING FOR A POKÉMON

YOU CAN ALSO VISIT THE GTS to search for a particular species of Pokémon. You can limit your search by gender and level. If It's available, you can see up to 7 Trainers who can trade with you.

# POKÉMON WI-FI CLUB

#### CONNECT WITH YOUR FRIENDS

AT THE POKEMON WI-FI CLUB, you trade and battle with registered friends over the Nintendo WI-Fi Connection! To register friends, receive the Pal Pad item the first time you visit the Pokemon WI-Fi Club, then use it to register Friend Codes. You can directly input your friends' Friend Codes or register Friend Codes of Trainers you've connected with in the Union Room.



#### IN FALE OF PRIMEDIDA

WITH YOUR PAL PAD, you'll be able to write down the Friend Codes of people you've met in the Union Room, or codes that are given to you elsewhere. You come to rely on this tool when communicating with people, and you'll get the Pal Pad the first time you visit the Wi-Fi Club.



#### THE SINNOH CONNECTION

THERE ARE FOUR activities you can do at the Pokémon Wi-Fi Club: Single Battle. Double Battle. Trade, or See Records. If your friends are online, you can also chat with your friends

#### **FOUR ACTIVITIES TO ENJOY**



There are three different divisions for single battles: Lv.50, Lv.100, and Free.

your friends.



Each player selects two Pokémon to battle with. There are three different divisions: Lv 50, Lv 100, and Free.



Check your friend's records! You can view information such as your friend's battle results, number of trades completed, and the last time they connected.

## WI-FI BATTLE ROOM: THE BATTLE TOWER

# DOWNLOAD DATA AND BATTLE IN THE WI-FI BATTLE ROOM

the magnificent Battle Tower. Face off against opponents you've never met before and prove your might!

# HOW TO REACH THE GATTLE TOWER Defeat the Pakemon League Champion Jake the heat from Snowpoint City

#### TAKE ON THE TOWER

ONCE YOU complete the game by defeating Cynthia, take the boat from Snowpoint City to access the Battle Tower. There you'll find a Wi-Fi Battle Room where you can get info on other Trainers and challenge them. By beating your rivals, you can move up in the ranks as well! The Pokémon you'll face there will be limited to Lv 50



#### SEVEN TO SERENADE SAVAGELY

TO START your climb through the ranks, you'll have to defeat the Trainers who have conquered the Wi-Fi Battle Room. Seven of those Trainers will form your first challenge. You can download their data to check your opposition beforehand, too.



#### NUMBER FOR VOCE RAME

AS YOU CONTINUE to beat these champions, you'll move up to higher ranks and challenge tougher Trainers in other battle rooms. You start at rank 1 and advance by winning battles, but losing battles can drop you back down the ranks as well. Do well and you may see your own name on the list of champions!









#### BATTLE MOVES

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	MA.	EFFECT
Absorb	Grass	Special	20	100		Normal	1	, Restores your HP by half of the damage inflicted on your appointnt
Ac d	Poison	Specia	60	100	36	Enemy 2	_	Lower's your opponent's Special Defense by 1 with a 102 probability v'2 P261
hold Armor	Poison	Status			10	Self		Raises your Defense by 2.
cupressure erun Ace	Flying	Status Physical	60		30	Ally 1 Normal		Randomly raises one of your Stats by 2.  Makes your attack land without fail.
guity	Psychic	Status			30	Serl	, ,	Raises your Speed by 2
ir Cutter	Flying	Special	55	95	25	Enemy 2	-	Makes it easier to produce a critical hit. (*2-P263)
ir Stash	Flying	Specia	75	95	20	Normal	1	Makes your opponent Finch with a 301 probability. Disables the apponent's move during that rum,
renesia	Payehie	Status			20	Self		Raises your Special Defense by 2.
ncientpower	Rock	Special	60	100	5	Normal		Raises your Attack, Defense. Speed, Special Attack, Special Defense by 1 with a 10's probability
qua Jet	Water	Physical	40	100	50	Hormal	0	Attack hits first without fail (if used by both, it works for one with higher Speed).
qua Ring	Warer	Starus			20	Serf		Re overs your MP gradual v each turn
qua Tall	Water	Physical	90	96	30	Normal	0	Normal Attack
romatherapy	Grass	Status			5			Curves startus conditions of all allies.
saist	Normal	Status			20			Randomly use moves of your party Polaimon.
ssurance	Dark	Physica	50	100	16	Norma	10	Doubles the move's strength if your opponent is a ready damaged in that furn
tonish ta k Order	Ghost	Physical	30 90	100	15		10	Makes your opponent Flinch with a 301 probability (Disables the opponent's more during that turn).
tract	Normal	Status	30	100	15	Normal	1	Makes if easier to produce a situation
ara Sphere	Fighting	Special	90	-	50	Norma,	_	Makes your appointnt unable to attack opposite gunder. Not effective on the same gunder opponent.  Makes your attack and withour fail
rom Beam	1ca	Special	65	100	20			Levers your apponent's Attack by 1 with a 10% probability.
alianche	PLE.	Physical	60	100	10	Norma	•	Coubles the strength of the more I your Pokemon releived damage in the same unit
Frier	Psychic	Status	U.S.	200	30	Setf	1	Rates your Octores by 2
iton Pass	Normal	Status			40	Se-f	1	When hanges out to another ally the new Pokemon inherits at the statility hanges case over your ret ting Pokemon
	1							Allows you to have the numbers of attacks equals to the numbers of your party Pokemon (Excluding the ones
eat Up	Dark	Physics	10	100	10	Normal		lemted or affected by status conditions
r ly Orum	Normal	Status			10	Setf		Decreases your HP to haif of your mail HPs but instead maxes out your Attails
ide	Normat	Physical			10	Self	-C	Doubles the damage inflicted during the 2 turns after using the move and return it back to your opponent.
ind.	Normal	Physical	15	75	50	Normal		heeps all sing damage or you apponent for 2.5 faces during which he opponent and flee
ltae	Dark	Physical	60	100	25	Normal	0	Makes your opponent Flinch with a 30% probability. (Disables the apponent's move during that term).
rzard	C.E.	Specia	120	70	5	Enemy &		nfl its Fiere andicon on an apponent with \$10 - probability 12 Fe63
lock	Normal	Status			- 5	Hermal		Prevents your apponent from Beeing. Trainers can't swhich Polemon.
ody S am	Mormai	Physical	85	100	15	Romat	_	** CTS Pallatyze condition on an opponent with a #Quiprobah "y
one Rush	Ground	Physical	25	80	10	Normal		Late you attack 2-5 consecutive times in one burn
aunce .	Flying	Physical	85	65	5	Normal	F	Bounces into the air on the Ist turn and attack on the 2nd turn inflicts Paralyze condition on an opponent will
rave Bird	G	Observed	120	100	15	Marmal		30 probability
rick Sreak	Flying	Physical Physical	120 75	100	15	Normal	10	Receive 1/3 of the damage inflicted on your opponent.
TING STREET	Water	Special	65	100	10		0	Mahim you immune to the move Reflect. Destroys Reflect and Light Screen
ob e	Writer	Spec a.	20	160	30	Enemy 2	'	Doubles the power if the apparent's HP is less than half of its max point.  Lower's your apparent's Speed with a 10 probability. * P264
ubbieffeen	Water	Special	65	100	20		1	Lowers your opponent's Speed by 1 with a 10't probability.
ug Buzz	Bug	Spera	90	100	16	hormai	_	Lowers you apponent a Spellar a Defense by 1 with a 10- probability
cik tie	Fighting	Status	1			Self	1	Raises your Attack and Defense by 1
ollet Seed	Grass	Physical	10	100	30	Normal		Lets you attack 2-5 consecutive times or one turn
amoullage	Normal	Status			20			Changes your Pohémon type according to the battlefield terrain (*26-P263)
apt vate	Norma	Status		002	20	Enemy 2		Lowers your opposite gender opponent's Sperial Attank by 2. Has no effect on the same gender opponent
harge	Electric	Status			20	Self		Doubles the power of your next Electric-type move. Raise your Special Defense by 2.
harge Beam	Electric	Special	50	90	10	Normal	i	Raises your Special Attack by 1 with a 70% probability
harm	Normal	Stelus		100	20	Normal	-	Lowers your opponent's Attack by 2
halter	Flying	Special	60	106	20	Norma		Confuses your apparent with a probability that corresponds to the volume of the recorded sound. Chalot only
ose Combet	Fighting	Physical	120	190	5	Normal	10	Lowers your Defense and Special Defense by 2.
smet Punch	Ster	Physical	100	85	10	Normal		Raises your Attalk by 1 with a 20 - probability
onfuse Ray	Ghost	Status		100	10			Makes your opponent confused.
յոք <u>ա</u> ՏլՕր	Psy his	Special	50	100	25	Normal		Inflicts Confuse condition on an opponent with a 10% prebability
onstrict	Normal	Physical	10	100	35	Normal	10	Lowers your apparent's Speed by 1 with a 10% probability.
pycat	Normal	Status			20	DoM		Attacks with a previously used move
овинс Ромет	Psychic	Status			20	Self		Haves your Defense and Special Defense by 1.
onter	Fighting	Physical	450	200	20	Self	0	Makes you attack second but inflicts twice as much damage as the opponent's Physical Attack.
nss Chop	Fighting	Physical	100	80	5	Mormal Married	0	Malers it easier to produce a critical Nil.
ress Poison	Poison	Physical	70	100	20	Hormat Money of	0	Makes it easier to produce a critical hit. Inflicts the Poistin condition with a 10% probability
runch urse	777	Starus	80	100	10	Normal Norm Self	U	Lowers your opponent's Defense by 1 with a 20% probability
it	Normal	Physical	50	95	30		La	Normal Attack
rk Pulse	Dark	Specia	86	190	15	Normal	10	
rfand Order	Вид	Status	40	1,10	10			Makes your deponent Finch with a 20% probability. Disable your opponents moves during that turn  Raises your Defense and Special Defense by 1.
fense Cur	Norma	Status			4.0	Serf		Raises your Defense by 1
efag	Flyring	Status			15			Lorents your apparent's Excelventes by 1. (*8-P263)
ect	£ ghr ng	Status			5	Self		Defends against your opponents current attack Sullessirations lowered if used consecutively
a err	Ground	Physical	80	100	10	Herstell	10	Goes underground on the 1st turn, attacks on the 2nd turn
sable	Norma	Status		80	20	Normal	-	Prevenus your opponent from using the last used move for several turns
Scharge	Electric	Special	80	100	15			Indicts Paralyse condition on an opponent with a 301 probability. (*2-P263)
Ve Ve	Water	Physical	08	100	10	Normal Normal		Dives into the waler on the 1st carn and attack on the 2nd rurn
izzy Panch	Normal	Physical	70	100		Normal	15	Indicts Confuse condition on an opponent with a 20% probability.
ouble Edge	Norma	Physicar	120	106	15			Re erves 1 of the damage inflicted on your opponent
ouble Hit	Normal	Physical	35		30		10	Lets you attack 2 consecutive times in one turn.
oublestap	Norma	Physical	15	85	17	Norma	, 0	Late you attack 2 5 times consecutively in 3 turn
ouble Team.	. Normal	Status			35		1	Robert year Excellences by A.
		EAGLES -					_	The state of the s

MOVES	TYPE	CLASS	POWER	ACC	22	RANGE	BA.	EFFECT
Drate Meteor	Dragert	Special	140	- 70	5 m 18	Normalia -	-	-Longie your Special Minch by 2.
Dragon Claw	Dragon	Physical	3.6	100	15	Normal		Norma årtack
Dragon Dance	Dragon	Status			30	Self		Raises your Attack and Speed by 1.
Tragen Pulse	Dragon	Special	90	100	10	Normal		Normal Attack
ragon Rage	Dragon	Special		100	10	Hormal		Cause foicil damage of 40.
Iragon Aush	Dragon	Physical	100	75	10	Norma.		Makes you opponent Finch with a 201 probability. Disables, he opponent's move during has turn
ragonbreath	Dragon	Special	60	100	20	Normal		inflicts Paralyze condition on an opponent with a 30% probability.
Irgin Pun h	Fighting	Physical	60	100	5	Norma		Restures your MP for up to 1.2 of damage inflated on the opponent
ruam Eater	Psychic	Special	190	100	15		+	Recovers your HP for 1/2 of the demage inflicted on your opponent. Effective only when the opponent's Sleep
r Perk	Fyng	Physical	80	100	20	Norma	1-0-1	Norma Allaik
ynamic Punch	Fighting	Physical	100	50	5			Inflicts Confuse condition on an appearant with a 1001 probability.
arth Power	Ground	Special	90	100	10	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
erthquate	Ground	Physical	100	100	,	, Enemy 2 / Ally 1		Normal Attack, (*11-P263)
gg Bomb	Norma	Physiat	100	72	10	Normal	-	Frevents your opponent from using Rems for S turns. Its Trainer cen't use items on that Polemon, either
mbargo	Dark	Status		100	15	Hormal		
mber	Fire	Specia	40	100	25	Normat		miles Burn and ton on an apponent with a 10- probability. I your apponents Frozen at I ment the re
ncoré	Normat	Status		100	5	Hormal		Makes your apparent repeat the last used move for 2-6 turns.  Inflicts damage equal to your fees HP minus your HP.
ndeavor	Normai	Physica.		100	10	hormai		Lets you survive with 1 HP regardless of the attack. The success rate decreases with reported use.
ndure	Normul	Status	90	100		Normai		Lowers your apparent's Special Perense by 1 with a 10 - propability
nergy Ba	Grass	1 Physical	8C 250	100	10	Enemy 2 / Ally 1		After using the move you will faint (*12-P263)
qlosion	Normal	Physical		100	30	Norma		Makes you opponent if not with a 10° probability. Disables the opponent's move during that turn,
trasprisory	Paych c	Special	80	100	5	Normal	10	Attack hits first without fall (If used by both, it works for one with higher Speed.)
streme Speed	Normal	Physical	70	100	26	Norma	10	Doubles the power of used when you are influited with Poison Paralyze or Burn
unt Attack	Normal Months at	Physical	50	100	20	Normal		Makes your attack land without full
ake Out	Dark	Physical	D9	ALPLI	20	Norma		You areask first. Makes your opponent Flinch with a 2000 probability. Surceed only in your first turn
ake Tears	Normat	Physical	40	100	10		_~	Lowers your apponent's Special Defense by Z.
alse Swipe	Dark	Status	-	100	20			Always leaves your opponent with 1 HP even after causing him huge damage that would make him faint.
eatherdance	Narroui	Physical	40	100		Normal	0	Lowers your opponent's Attack by 2
E-12/4	Ftying	Status		100	15	Norma	1-7-1	Artalias only on opponent whos using Protect and Detect and disables each move
ire Blast	Fire	Special	120	85	5		1	indicts the Burn condition on an opponent with a 10% probability if your opponent is Frozen, it melts the lost
ine Fang	Fire	Physical	65	95	15	Normal		inflicts Burn, good on on an apponent or Planch with a 10° probability if your opponent's Prozen, it melts the
ine Punch	Fire	Physical	75	100	15	Mormal	10	Indicts Bears condition on an opponent with a 10's probability. If your opponent's Frazen, it maks the u.e.
ire Spin	Fire	Specia	1.	70	15	Normal	1	failed damage to your opponent and makes him unable to fiee for 2 % turns. It mets the ite when your opponent is F
esure	Sround	Physical		30	5	Normal		Malers year exponent faint with past one bit. (*14-P263)
āl	Normai	Fhysica.		196	15	Narmal		The lower your HP is the more damage this move will do to your opponent.
tame Wheel	Fire	Physical	68	100	25		101	Inflicts Burn condition on an apponent with a 10% probability. (*5 -P263)
3-methrower	Fire	508-sas	95	100	15	Normal		offices Burn condition on an epponent, with a 30° probability if your opponent's Prozen it, meet the sce
lare Blitz	Fire	Physical	120	200	15	Normal	10	Receive 1/3 of the damage inflicted on your opponent, inflicts firm condition on an opponent with a 10% probability
ash	Normal	otatus		100		Norma		Lowers your opporent a Acuitacy by 1
tash Canton	Stret	Special	80	100	10	Hormal		Lowers your apparent's Special Defense by 1 with a 10% probability. (*2-P263)
atter	Dank	Stame		139	15	Norma		inflicis the floridae rond don on an opponent, but also raises its Special Artack by 1
Blog	Dark	Physical		100	10	Normal		Attack by throwing your rams at your opponent. Effectiveness depends on an item you use.
Lly	Fly ng	Program	90	95	čz	Norma		Fies up in the 3 tight and Attack on the and arm
ecus Blast	Fighting	Special	120	70	5	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
ocus Energy	Normal	Status			30	Self		Makes it easuer for your most move to produce a critical filt.
locus Punch	Fighting	Physical	150	150	20	Normal	10	Makes you attach second. When you take damage from your oppowent by your next attach, you will Filleds and can't
c ow Me	Norma.	otarus	_		20	S <sub>10</sub> 17		Makes your arta, a hist and receive all of your opponents attains
Force Palm	Fighting	Physical	. 60	200	20	Normal	10	Infacts Paralyse condition on an opponent with a 30% probability.
oresight	Normal	Status			40	Normal		Makes your arrack a hir regardless of your opponent's Evasiveness. Makes your Normal, and Fighting Type in
mreadr		20000				140177807		tand on Ghost type Pokernon
rustration	Normal	Phytical		100	20	Hormal	7-	The less the user Polismon tiles you, the stranger the attack.
Gry Attach	No mai	Physical	15.	85	20	Normai	1 -	Attacks 4 Eligosecutive times in one turn
Fury Eatter	Bug	Physical	16	95		Morroal		Doubles the strength of the move with every hit. (Up to 5 times ) Once missed, the strength will return to no
uture Sight	Psychic	Special	80	90	15	Normal		Attacks the opponent after 2 turns. Causes slamage regardless of the opponent's type
ilga Drein	Grass	Special .	60	100	10	Normal		Recovers your HPs by half the damage this move inflicts on your opponent.
iga mpart	No mai	Physical	150	90	5		1 ~	Prevents you from taking uny action in the next turn after using this move
irași Knot	Grass	Special		100	50		-0	The hoover your apparent is, the stronger this mays is,
rasswhistie	Grass	Status		55	15			inflicts the Sleep condition on an opponent.
interty	Psychic	Status			5	All	1	Reises Accuracy of all battling Polemon for 5 turns. (*13-P263)
Jyoyl	No mai	214145		200	40	Enemy 2	1	Cowers your apponent's Alta + by ]
inowth	Normal	Status			40	Sett	-	Raises your Special Attack by 1.
ruoge	whost	Status			5	>eif	1	No. Her the PR of your opponents move that made you faint
uard Swap	Psychic	Status	4.60	30	10		1	Swaps your stats change in Defense and Special Defense with your opponent's.
unk Shot	Doison	Physical	120	70	5		1	niting the Open graph on with a 30 graphs by
ust	Flying	Special	40	•	35	Normal		Normal Attack (*6-P261)  The ower your hoese is the stronger this artary ge so up to 1502
yrn Ba	Stee	Physical	1	100	5		1	Summons a half storm that lasts for 5 turns, in each turn, causes damage to all opponents that are not lice-
lali	Ice	Status	400	0.0		All	1	
Hamme Arm	Fight ng	Phys. at	100	90	10	Normal	-	Pases your Speed by 1
	d Morreal	Stabis	4174	-	30	Self-unitable	The Real Property lies	Reduce year Challeng by S.
ienden 🖭	re	Satus			30	Atl	1	Restores the state hange between you and you opponent
ierden 🔭		Physical	70	100	25		10	Makes your opponent Filmsh with a 30's probability. (Disables the opponent's move during that turn.)
ierden 🛬 lazr leadbutt	Normal		400		1	Manager		Character 177 of drawn and reflected an array appropriate
ierden   lazr leatibutt lead Smask	Rock	Physical	150	80	5		0	Receives 1/2 of damage you inflicted on your opponent
Headbutt Head Smask	Rock	Physical States	150	COT 1	2 - 5	All Alling-	i ne	Comis status, conditions (s) all allies.
ierden last lazr leatibutt lead Smask	Rock	Physical	150	200		Energy 2	4	



MOVE5	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Heart Swap	Psychic	Status			10			You and your opponent swap all the stats changes.
leiping Hend	Normal	Status	,		20			Multiplies your ally's move strength by 3.5.
Jump K , k	Fighting	Physica .	100	90	20	Norma		If missed receive 1 to of damage I would have caused the opponent
Hidden Power Jorn Attack	Normal	Special Physical	65	100	35 25	Normal		Changes type and power based on the user Polemen.  Hormal Artack.
Iom Drill	Normal	Physical	-	30	5			Knocks out your apparent in one bit.
lydro Pump	Water	Spenal	140	80	5	Norma		Norma Altack
lyper Beam	Normal	Special	350	90	5	Normal	-	Prevents you from making any action on your next turn after using this move.
type fang	Normai	Physical	80	90	15	Normac	-	Makes your opponent Finish with a 10% probability. Disable opponunt's moves during that is in
typer Valce	Hormal	Special	90	100	10	Enemy 2		Normal Actach. (*2-P263)
typnosis ce Beam	Pay hie	Special Special	95	70 100	20	Nome		inflicts the freeze condition on an opponent with a 10% probability.
re Fang	re-	Physical	65	95	15	Normal		nflicts the Freeze andition on an apponent or Finch with a 10° probability
or Punch	ice	Physical	75	100	15		0	trifliers the Freeze condition on an opponent with a 10% probability
ce Shard	L.P	Physica	40	100	30	Norma.		Alta & hits first withou if a lift used by both it works for one with higher Speed ,
ry Wind	ice	Special	55	95	15			Linners your apparent's Speed by 1 with a 100% probability (*2-P263)
mpr 40n	Paychic	nujtius			10	Setf	1	Prevent, your opponent from using learned move.
ngrain ron Defense	Grass	Status			20	Self	-	Restores your HP gradually each turn. The cour of the move can't switch out. (*20-P263)
on Head	Water	Physical	40	100	30	Normal	101	Raises you: De'ense by 2  Attack hits first without fail. (If used by both, it works for one with higher Speed.)
en Ta	Steel	Physical	150	75	15	homa	-	Lowers apparent's Defense by 1 with a 30% probability
ımp Kich	Fighting	Physical	85	95	25	Hereal	1 7	If metacel, receive 3/2 of damage if would have caused the appointed.
arate Chop	Fighting	Physical	50	100	25	Normat	0	Makes it easier to produce a critical hit.
Intsis	Psychic	Status		80	15	Horms		Lowers your apponent's Accuracy by 1.
nock Off	Dark	Physica:	20	100	20	Norma)		rakes opponents held tems during the battle. The items return after the backle
eaf Steam	Normal	Physical	140	<b>200</b>	5 5	Normal Normal	10	Won't succeed unless you've used each of your other moves ends.
ear Storm	C ass	Physical	20	200	15	Normal	10	Receivers your KIPs by a half of the damage this move inflicts on your opponent.
			-				1	Recovers your HPs every turn for the amount of your opponents HPs you absorbed. Effect continues even after
eech Seed	Grass	Status		90	10	Normal		opponent Pokemon switches out
peter	Normal	Status		100	30	Enemy 2		Lowers your apparent's Defense by 1.
icit	Chost	Physical	20	196	3.0	Normai	_	with a 301 probability
ight Screen	Psychic	Status			30	ABy 2	1	Decreases the damage of your opponent's Special Attack by half for 5 turns. (*23-P263)
ock-On sw Kick	Norma   Fighting	Physical		100	20	Normal Normal	0	Makes your artack in the next rum and without fail.  The hearier your exponent is, the stronger this move is.
uchy Chant	Normal	Status		200	30	Aby 2	1	Prevents your opponent from producing critical hits for 5 turns.
lach Punch	Fighting	Physical	40	100	30	Normal	C	Lets you strike first without tail. (If used by both, it works for one with higher Speed.)
lagic Coat	Psychic	Status			15	Self		Reflects effects of moves like Poison, Paralysis, Centuse, and Leech Seed.
lagical tand	Grass	Special	60		20	Hermal		Attack always hits the opponent without fail.
lagnitude	Ground	Physical		100	30	Enemy 2 / Ally 3		Attack strength randomly changes (20, 30, 50, 70, 90, 110). (*11-P263)
le First	Normal	Status Status			20	DoM		Lets you attack more powerfully with your opponent's next move. Won't succeed if you tell to attack first.
dean Look	Psychic	Status			20 1	Self		Preven's your opponent from ficeing in bardes with Trainers, prevents swapping between Pokemon.  Raines your Special Attack and Special Defense by 1.
Aed ate	Psychia	Status			40	Sect		Raises your Amacy by 1
loga Drain	Gress	Special	40	200	15 (	Novemal		Restore your HP by a half of the damage indicted on your opponent.
fegahorn	8ug	Physical	120	85	16	Morrisa		No mai Arta x
femento	Cark	Status		100	20			Motors you faint but lowers your opponent's Attack and Special Attack by 2.
letai Burst	Steel	Physical		100	10	Self		Returns 1.5x of the damage you took at the end of the burn
total Class	Steel	Physical	50	95	35			Raises your Defense by 1 with a 10% probability.
letal Sound letronome	Steel   Normal	Status		85	40 1	Normal Col4		Lowers your opponent's Special Defense by 2 Randomly executes one move out of all.
plust presidential	Normal	Sta us			10			Allows you to lopy your opponent's last used move for the duration of the battle. PP of copied move is \$
lind Reader	Normal	Status			5 1			Makes your Attack in the next land without fail.
hamze	No ma'	Status			20	Seif		Raiser you' Ac utary by 5
liracio Eyo	Psychic	Status			40	Normal		Makes your Attack a hit regardless of your opponent's Evasiveness. Makes your Psychic-type moves land on
				450				Dark-type Pekemen
Irror Coat Irror Move	Psychic	Special Status		100	20	Self		Returns 2x the damage of your opponent's Special Attack. Always makes you strike second
limor Shot	Steel	Special	45	85	10			Makes you repect the same move your opponent has just used on you.  Lowers your opponent's Accuracy by 1 with a 30% probability.
liet	ko	Status			30			Makes you immune to Stat changes.
laan gh	Normal	platus			5	Seed		Restores your HP 61% tweness depends or weather *1 P263
lorning Sun	Hormal	Status			- 5	Self		Recovers your HP Effectiveness changes depending on weather. (*1-P263)
ud Bomb	Ground	5pecial	65	85	10	Normal		Lowers your opponent's Accuracy by 1 with a 301 probability
ud Shot	Ground	Special	55	100	15	Normal		Lowers your opponent's Speed by 1 with a 100's probability
ad Sport	Ground	Status	20	100	16	All		Lowers you apponent side-urally by 2 with a 190% probability
uddy Water	Water	Special	95	85	10			Halves the strength of Electric-type moves.  Lowers your opponents Accuracy by 1 with a 301 probability. ("2-P263)
staty Plot	Dark	Status	13	63	20	Setf		Raises your Special Attack by 2.
atural Gift	Normal	Physical		100	15	Normal		Your held berry determines the type and strength of your move. Once used you lose the berry
ight Shade	Ghest	Special		100	15	Morrisal		Inflicts fixed damage equal to your Polisimon's level.
ight Stash	Oark	Physical	70	100	15	Normal	0	Makes it easier to produce a critical Ne.
Ightmore	Ghose	Status		100	15	Hormal		Reduces your opponent's HP by 1/4 of its may HP each turn. Effective only when opponent's sleeping.
rtazooka	Wa er	Spec a	65	B5	10	Normal		cowers you apponent's Accuracy by 1 with a 50° probability
dor Sauth	Normal	Status			40	Normal		Makes your attacks hit regardless of your opportent's Evasiveness. Makes Normal- and Fighting-type moves to Ghost type Pokemon.
						ale and		
mmous Wind	Ghost	Special	60	100	5	Normal		Raises Attack, Defense, Speed, Special Attack, Special Defense by 1 with a 101 probability

MOVES	TYPE	S, CO	POWER	ACC	-	RANGE	DA.	<b>SFFELT</b>
	Normal	Status			210	Normal		Combines your HP with your opponents and spuls them between both
ayback	Oark	Physical	÷O	100	10	Normai	•	Doubles the power of your move when you area a after your opponent
eck	Flying	Physical	35 (	100	35	Normal	0	Normal Attack
erish Song	Normal	Status			5	All		Makes all Poliemon in the battle at the time of use of this move faint after 3 turns.
etal Dance	Grass	Special	90	100	- 20	Random 1	0	Attack consecutively for 2-3 turns. When affectiveness wears off, you suffer Confusion.
n Missre	Bug	Phys car	14	85	20	Normai		Artacks 2 5 consecutive limes in one turn
urk	Flying	Physical	60	100	20	Normal	0	If your apponent has berries effective in battles, takes that berry and applies it to you.
ison Fang	Poison	Physical	50	100	15	Normal	0	Causes your opponent to be Badly Poisoned with a 30's probability. Damage increases with each turn
ison Gas	Poison	Status		55	40	Kormal		inflicts Poison condition on an opponent.
rson Jab	Poison	Physical	80	100	20	Normai		nff is Poison condition on an opponent with a 30% probability
usonpowder	Poison	Status		75	35	Normal		inflicts Passes condition on an opponent
ison Sting	Poison	Physical	25	100	35	Normal	1 1	Inflicts Poison condition on an opponent with a 30% probability
und	Hormal.	Physical	40	100	35	Normal	0	Hormal Attack
wder Snow	ce e	Spelial	40	100	25	Enemy 2		nilits the Freeze condition on an opponent with a 10 probability 12 P263
wer Gent dies	Reck The	Special 1	esta 78	100	1 20	Hornth vollage o	1-24	Normal Heads.
wer Swap	Psych C	Sta us			10	Norma		Switches your Attack and Special Attack stats changes with your opponent
wer Trick	Psychic	Status			10	Setf		Switches your Attack and Special Attach with your opposing. (Stats changes work be switched.)
wer Whip	Grass	Physical	120	85	10	Normai		Norma Attain
utect.	Normal	Status			10	Self		Defends against your opponent's current attack. Success ratio is lowered if used consecutively.
ybeam	Psy. N. c	Specia.	65	100	50	Normal		infinits (chruse condition on an opponent with a 10" probability
ych tip	Normal	Status			20	Normal		Casts on yourself the stats change caused to your opponent.
yehu	Psychro	Spe-a	90	190	16	hormat	,	Lowers you apparent's Special Defense by 1 with a 101 probability
ycho Cut	Psychic	Physical	70	100		Normal		Makes it easier to produce a critical tail.
yrho Shilt	Psychia	S arus		90	10	Normal		ures your own status, and tions. Poison Fala, Poison Steep Paratysis Burn, by whifting the condition to your oppor
ywave	Psychic	Special		80	15	Hormal		Randomly causes damage (0.5-1.5) multiplied by your level.
mishment	Dark	Physical		200	5	Hormal	0	The higher your opponent's stats, the stronger your Polemon becomes.
rank .	Dark	Physical	40	100	50	Hormal	131	When your opponent retires and its ally enter, causes 2x demage to the retiring Polemon.
a k Attack	No mái	Physica	40	100	30	Norma		Atta a nits first without fair. If used by both, it works for one with higher Speed
ige .	Normal	Physical	50	1.00	20	Normal	0	Ruses the strength of your moves every time you're hit by your appointn's Attack.
in Dance	Water	Status			5	All		Summons a rain storm that lasts for 5 turns and raises the strength of Water-type moves.
cor teal	Grass	Physical	55	95	25	Enamy 2		Makes it easier to produce a critical hit. (*2-P263)
zor Wind	Normal	Special	80	100	10	Enemy 2		Makes you gather up strength on the 1st turn and attack on the 2nd turn. Makes it easier to do a critical hit.
COVER	Normal	Status			10	Self		Restores your HP by up to a half of your max point.
AC S	Marma	514 45			10	Se !	_	Allows you to rease your items in the same bath e
Mest	Paychic	Status			20	Ally 2	1	Makes the demage of your opponent's Physical Attack for 5 tarts. (*23-2243)
drash	No ma	Status			20	Sef		Cures he status and tions Power Pa a vie and Burn
HET	Psychic	Status			10			Restores all your HP and Sleep for 2 turns
um .	Norma	Phys ac		100	20	Normai	1-0	The more emotionally attached you, but ing Pokemon is to you, the more powerful tibecomes
wenge	Fighting	Physical	60	100	10			Doubles the strength of the move if receive damage in the current turn.
140.291	Fight ng	Physical		100	15	Normal	_	The lawer your HP's the more damage this move will do on your opponent
HAP	Normal	Status		100	20	Normal		Ends battles against wild Polismon Forces your opponent Trainer to change Polismon.
per of Time	Diagon	Sprea	150	90	5	Normal		Prevents your appoint from that no any all on in the next turn after using this move
ock Blant	Rock	Physical	25	80	10	Normal		Actachs 2-5 consecutive times in one turn
j k ( mb	Normal	Physica	90	85	20	Agrecat		Confuses your appointment with a 20% arabidomy
nch Pohith	Rotic 1	Station :	10.00	500	20	Self Fillings	in the	Railing your Speed by 2.
s it Sude	Fig. 4	Physica	15	90	10	Enemy 2	10	Makes you opponent Frinch with a 30° probability Disables he opponents move during that furn 1°2 P2
ock Smash	Fighting	Physical	40	100	15	Normal	10	Lowers your opponent's Defense by 3 with a 50% probability.
ock Throw	Rock	Physical	50	90	15			Normal Attack
ock Tamb	Rock	Physical	50 [	30		Normal		Lowers your apparent's Speed by 2 with a \$003 probability.
ne Play	Psych	562 45			10	Norma	10	Copies your opponents Ability Can't opy Wonder Guard ,
Mout	Rock	Physical	30	90		Normal	10	Allows consecutive attacks for up to 5 turns until you was Damage increases with each hit (*10-P263)
(QL)	Fyrng	Staws			10	Self	1	Restores your HP by 1.2 of your max HPs but prevents you to be a fight type during that Jum
dequerd	Normal	Status		400		Ally 2		Protects you against status conditions for 5 turns, Effect losts when you change Pokemon.
and Atlack	Ground	Status	- 0.0	100		Normal		Lowers your opponent's Accuracy by 1.  Causes damage to your opponent for 2-5 turns during which the opponent can't firm.
and Tomb	Ground	Physical	15	70		Normal		Creates Sandstorm that lasts for 5 turns. Damages all Polemon each turn except for Rock-, Steel- and Ground
indstorm	Rock	Status			10			
ary Such . ht	Normal	Status	Hillian N	100	30	Normal Printer	10	Apropey point appropriate Space by A.  Normal Attack
ratch	Normal	Physical	40	100	35	Normal Marmal	0	Normal Attack
renth, in	. Normali	Statut .	-	400	- 40	Married St. C.		Adds entry effects that corresponds to the bettlefield's terrain. (*24-P263)
ecret Power	Normal	Physical	70	100	20	Normal Normal	0	Infligis the fixed damage equivalent to your level paints.
familia Toss	Fighting	Physical	200	100	5	Enemy a Ally 1	10	Makes you faint after using this move "12 P263
ifaestruct	Normai	Physical	200	100	1 15			Lowers your opponent's Special Defense by 1 with a 201 probability.
adow Ball	Short	Special	70	100	15	Normal	10	Makes it easier to produce a critical hit.
adow Can	Bhost	Physical	/0	100	. 20	Normal Con-	0	Makes your attack land officest fell.
addon Pench	Ghost .	Physical	40	100	10	Norma	4. 4	Attack hits first without fail I used by both it works for one with higher Speed /
radow Sheak	Ghost	Physical	40	30		Normal	1	Knocks out your opponent in one hit. (*14-P263)
mer Lold	Plantela	Special	1 40.1	30				
hock Wave	Electric	Special	50	120		Normal		Makes your attack land without fail.
grial Beatti	Bug	Special .	75	100		Normal	1	Indicts Confuse condition at an apparent with a 10's probability.
Iver Wind	Bug	Spe-iat	60	100	5	Norma	1	Raises your Attack Defense Speed special Attack Special Defense by 1 with a 10% probability
mg .	Normal	Status		55		Normal		Inflicts the Sleep condition on an approximit.
lált Swarp	Psychic	Status			10	Normal		You and your opponent switch Abilities
		Man	140	90	5	Normal		Makes you gather up strength on the 1st turn and attack on the 2nd turn. Makes your opponent Flinch with
ky Attack	Flying	Physical	-0-743	7.94				monability 179-476 ()
ky Attack			440	74	10			probability (*9-P263)
	Normal Normal	Status Physical	80	75	10	Sett Named		Restores your HP for up to 1/2 of your may HPs  Normal Attack.



MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	BA	EFFECT
ғар <sup>Т</sup> ам	Mprena	Status			10	JaM		Randomy, se moves you have Effe, ve un when you are askeep
kudga Bomb	Poison	Special	90	100		Normal		Cause your opponent to be Poisoned with a 301, probability.
nokescreen	Normal	Status		100		Normal DoM		Lowers your apparent's factoracy by 1  Strate the efforts of your proposest's state changing groups and MI proportion proposes.
atch ore	Normal	Physica	40	.00	15	harma.	1	Strate the effects of your opponent's state changing moves and HP recovering moves.  Makes your opponen. Funch with a 30's probability Effective only when you're's seeping.
ftholiail -	Harmil	Shatten	7	in -	30	Salf 5.7.7	1	Residence year 10 for up to 1/2 of year miles 10%.
larbeam	Grass	Specsal	120	100		Normal		Gathers up strength on the 1st turn and atlack on the 2nd turn. (*15-P263
ткроат	Normal	Special		90		Normal		Causes 20 points of damage regardess of your opponent's Attack of Defense strangth.
acia Rend	Oragon	Special	100	95		Normal		Makes it easier to produce aim titual fut
park	Electric	Physical	65	100	20	Normal	10	Inflicts Paralyze condition on an opponent with a 30% probability.
தா அந	Norma.	Special	_	100	10	Normai	_	The damage will increase by the number of limes you use Stockpile 121 P263
pite	Ghost	Status		100	10			Reduces the PP by 4 of the last more used by opponent.
piash	Norma	Starus			Est.	Seif		Nº effect
tesith Rock	Rock	Status			20	Enemy 2		indicts damage to your opponent every time he changes Pokemon. The amount of damage will be determined the type compatibility.
cee Wing	Siee	Physical	70	90	25	Normai		Rases your Defense by 1 with a JO probability
tackpile	Normal	Status			20	Setf		Raises your Defense and Special Defense by 1. Use up to 3 times to build up on your moves.
tomp	No ma.	Physical	65	100	20	Normal		Makes you opponent finish win a 10 propad ity. Disable upportents moves during that turn 125 P263
tone Edge	Rock	Physical	100	80	5	Hormal	-	Makes it maker to produce a critical list.
trength	Manual	Physical	80	196	15	No mai		horma Artach
tring Shot	Bug	Status		95		Enemy 2	-	Lowers your opponent's Speed by 1.
trugglé	No ma	Physical	Dc			Normal		His opponent but rakes 1 4 mai HP only available when you dise PP for a moves
turi Spore	Grass.	Status	10	75	_	Normal		Indicts Paralyze condition on an appointms.
ubm ssign ubazituba	Normal	Status	50	80	15	Sed Sed	-	Releves 1 4 of the damage inflicted on your opponent  Builds the Pohimon's own after one using 1/4 of its max HPs
								If your opponent uses a physical attack, this attack attacks that and damages the opponent if the opponent
ucker Punch	Dark	Physical	80	100	5	Normal		not use a physical attack this move will far
unny Day	Fire	Status			- 5	All		Creates Sunny weather that lasts for 5 turns and raises the strength of Fire-type moves.
uper Fang	Normal	Physical		90	10	Normal	10	Reduces your apparent's MP by 501.
uperpower	Fighting	Physical	120	100	- 5	Normal	0	Lowers your Attack and Defense by 1
upe sonic	No ma	Station		55	20	Normai		nit at onfuse and the on an apparent
urt	Vistar,	Special	包里 等	. 200	_ 15	Energy 2 / Albert	I BE.	Harmol Attack, (*29-7263)
wagger	Norma,	Status		90	15	Norma:	-	niling Confuse randition on an apparent but also larger & Atta A by 2
wallow weet Kles	Normal	Status		75	20	Normal		The more you use Stockpile, more HP you recover, (*23-P263) Inflicts Confuse condition on an apponent.
west Seent	Normal	Status		100	20			Lowers your apparent's Evaphreness by 1.
No. of the last of	Norma	Spenal	60	200	30	Fremy 2		Makes your affairs and without fair *2 P263
inords Dance	Harnest	Status	I TOTAL	LEO DE A	30	Self. Manufacture		Release year Attack by 2
ynthes s	JOSS	Status			5	Sel		Restores your MP Effect veness depends on weather 11 PZ63
	Normal	Projetti	100 76	95 (	25	Negrotica (Sep	0	Harmad Attack
all Glow	Bug	Status			20	Self		Raises your Special Defense by 2
N Whip	Normal	Status		100		Enemy 2		Lowers your opponent's Defense by 1.
arise nd	Flying	Status				Aryc	10	Couble both your and opponent is Speed for 3 hums
aka Down	Normal	Physical	90	85	20		C	Receive 1/4 of damage inflicted on your opponent.
aunt	Tank	Status		200	26	Normal	1	Your poponents on only use others moves to 2.4 ums
eleport h.e/	Paychic Dark	Physical	40	100	16	Normai Normai		Ends battles against unid Pokemen.  Allews you to stee you opposents items when you don't have any
hrash	Normal	Physical	90	100		Random 1	100	Attack consecutively for 2-3 turns. When effectiveness wears off you suffer Confusion.
hunder	Ele cu	Sper av	120	70	10	Normai	1	indicts the Paralyze condition on an opponent with a 36% plobability 17, P263
hunder Fang	Electric	Physical	65	95		Normal	C	Makes your opponent Flinch or inflicts the Paralyze condition with a 30% probability.
kunder Punck	Fie his	Physical	75	100		hormar		folious the Palayze condition on an apponent with a 10° probability
hundershock	Electric	Special	40	100	30	Normal		Inflicts Paralyze condition on an opponent with a 10% probability.
hunder Wave	Electric	Status		100		Normal		Inflicts Paralyze condition on an opponent.
hunderbott	Electric	Special	95	100	15	Normal		Inflicts Paralyze condition on an opponent with a 10% probability.
roige	Norma	Status		190	20	Norma		owers you opponent s Altack and Defense by 1
brment.	Dark On son	Status		100		Narmal Narma		Prevents your opponent from using the same move twice in a row
oxic Spiles	Poison	Status		85	20	Enemy 2		Causes your entering opponent to be Polsoned (*17-P263)
CE)	Psych c	Sta us		190	10	Normal Normal		You and your opponent switch items you arry
rick Room	Payetive	Status			5			For S turns, one with less Speed gets to attack first. (*16-P263)
wister	Dragon	Spenial	40	100	20	Enemy 2		Makes your opponent files with a 20 probability. Disables the apponent 5 move during that futin t
prear	Normal	Special	50	100		Random 1	-	Makes you keep making noise for 2-5 turns during which both you and your opponent won't be put to Sleep.
Turn	Bug	Physica	70	100	20	Normal		hets you switch in vour stand by any Pokemon after this attack
low White	Grass	Physical	35	100	15	Normal	0	Normal Attack
ta: Throw	Fighting	Physical	70		10	Normal	0	You attack second but your attack hits without fail
At Tackle	Electric	Physical	120	1,00		Normal	1	Receives 3/3 of the damage inflicted on your opponent. Inflicts Paralyse condition on an opponent with a 10% probab
ake-Up Slap	Fighting	Physical	60	100	10		10	Causes 2x damage to the Sleeping opponent but it cures his status condition
fater Gun	Water	Special	40	100		Normal		Notreal Attack
later Puise	Water	Special Control	60	100		All	1	infacts Confuse condition on an appoint with a 2th probability
Vater Sport Vater Spout	Water	Status	150	100		Enemy 2		Halves the strength of Fire-type moves during the time the user is in buttle. Indicts less damage if your HP is weaker
rater spout	Water	Physical	80	100		Normal	C	Makes your opposent Finch with a 20% probability. (Disables the opponent's more during that turn),
reather Ba	Norma	Special	20	200	10	Normal	, –	Changes the type of the move to correspond with weather and powbies its power. *3-P263r
Vhirtpool	Water	Special	15	70		Normal		Indicts damage to your opponent for 2-5 turns. During this time the opponent can't fiee. (*4-#263)
Vhirtwind	Norma	5/3/35		100	20	Norma,		Ends battles against wild Pokemon *orces your opponent rainer in rhange Pokemon
Viil-O-Wisp	Pre	Status		75	15	Normal		felicts Gurn condition on an appenent.
		Physical	60	100	35	Normal	10	Normal Attack
Ning Attack	Plying	i colores		-200		CALCUM PARTIES.		PROFISE PROCES

MOVES	TYPE	CLASS	POWER	ACE	PP	RANGE	DA	EFFECT .
Withdraw	Water	Status			40	Self	1	Raises your Defense by 1.
Wood Hammer	Crass	Physical	120	100	15	Normal		The laster receives 1 to of the damage offilted on its opponent
Nurry Seed	Grass	Status		100	10	Normal		Changes opponent's Ability to Insormia. Not effective on opponent's Polienton that have Truent.
Wrap	Norma	Phys-car	15	85	20	MOTEMB4		Calleses damage to your opponent and makes him unable to flee for 2-5 turns
Wring Out	Normal	Special		100	- 5	Normal	0	The higher your opponent's HP, the stronger the attack (Up to 328)
X Sc 550"	Bug	Physica	80	100	15	Normal		Norma Ana k
(deput)	Hormal	Status			10	Normal		Indicts the Sleep condition on an opponent at the end of the west form. Has no effect if the apparent withdraws before that,
Zap Cannon	E err c	Spe -a	100	50	5	Norma		nff ets Paratyze pedition on an opponen
Berr Hearthstit	Parchic	Physical	60	.90	15	Manual	. 0	Making your apparaged filtrals with a 20% probability. (Disables the apparant's move during that force).

#### FIELD MOVES

MOVES	EFFECTIVENESS
Cut	Luts small trees so you can proceed
Detog	Cears the Deep Fog and gives you bette vision
Dig	Lets you escape from a case, cavern, etc., brings you back to the last entrance.
Fiash	Lights up da kilaves
Fly	Yransport in a flash to places you've been to before.
Rock c mb	cets you simb up and down on laggy mountain will s
Rock Sweets	Crashes, cracked incluses you can preciase.

MOVES	EFFECTIVENESS
Softboiled	Your Posemon shares its HP with others in the party.
Strength	Removes huge rocks so you can proused
Surf	Travel on with:
Sweet 5 em	used in the wild, I lures wild Pokemon, b appear on the spot
Taleport	Transport to the last visited Pelamon Center. (Not affective in tolens or caves.)
Waterfall	cets you climb up on a waterfall

#### ADDITIONAL EFFECTS OF BATTLE MOVES (P.258-262)

- \*1 Recovers 2/3 of HPs under sunny conditions. Usually recovers 1/2 of HPs. Under Rain, Sandstorm, Hail, and Deep Fog, recover 1/4 of HPs.
- \*2 Effect decreases in Double Battles.
- \*3 If the weather is Sunny, Rain, Hail or Sandstorm, then it doubles the strength of Fire-type moves, Water-type moves, ice-type moves and Rock-type moves respectively.
- \*4 Causes 2x damage when used on the opponent who is using Dive.
- \*5 Melts the ice, even if you're frozen yourself. In that case, it melts your ice.
- \*6 Cause 2x damage when used on the opponent who is using Fly or Bounce.
- \*7 Attack is always a hit when used under rainy weather. Under intense sun Accuracy is 50%. Can attack opponent that's using Fly or Bounce.
- \*8 Disables your opponents moves like Light Screen, Reflect, Safeguard, Mist, Spikes, Toxic Spikes, and nullifies the effect of Deep Fog.
- \*9 Makes it easier to produce a critical hit.
- \*10 Causes 2x damage if used after the move Defense Curl.
- \*11 Causes 2x damage when used on the opponent who is using Dig. Effect decreases in Double Battles.
- \*12 Causes a decrease of half of the opponent's Defense. Effect decreases in Double Battles.
- \*13 Makes your Ground-type moves hit on Flying-type Pokémon and the ones that have the Ability Levitate. Prevents your opponent from using moves Fly, Splash, Bounce and Magnet Rise. (If they are already in use, they will be disabled)
- \*14 Won't hit if the opponent's level is higher than yours. The lower your opponent's level, the higher the Accuracy.
- \*15 Under sunny conditions, you can skip the build-up and attack on the first turn. Strength will be reduced by half under Rain. Sandstorm, Hail, and Deep Fog

- \*16 Cause 2x damage when used on opponent using Fly or Bounce Effect decreases in Double Battles.
- \*17 Use move Poison Spikes twice and it causes your opponent to be Badly Poisoned. Not effective on Poison-type Pokémon. Flying-type Pokémon and Pokémon with the Levitate Ability
- \*18 First attack moves will come first regardless of the effect of this move. If used again during the turn that the move is still effective, it kills the effect.
- \*19 Causes 2x damage when used on the opponent who is using Dive. Effect decreases in Double Battles.
- \*20 If opponent uses Flying-type Pokémon or the ones with the Ability Levitate, allows your Ground-type moves to hit them.
- \*21 Can't use this move unless you've used Stockpile previously Your Defense and Special Defense raised by Stockpile will go back down to normal
- \*22 If used by Ghost-type Pokémon, decreases your HP by half of your max HPs but also decreases the opponent's HP by 1/4 of its max HPs per turn.
- \*23 Effect will last for the duration of the turn after you switch Pokémon. Effect decreases in Double Battles.
- \*24 The following effects will be added with a 30% probability. Causes Sleep when used in tall grass and water puddle Lowers Accuracy by 1 when used on sandy ground. Makes opponent Flinch when used on craggy surface or in caves Lowers Speed in marsh. Lower Attack by 1 on water. Causes Freeze on snow fields and ice. Causes Paralyze on building floors.
- \*25 Cause 2x damage if used when the opponent is using Minimize.
- \*26 When in grass and water puddle, you'll become Grass-type.

  Sandy land and marsh will make you Ground-type. Rocky surfaces and caves, Rock-type. On water, Water-type. Snowy field and ice, Ice-type. And on building floor, Normal-type
- \*27 Causes damage regardless of your opponent's types.



#### TMS

NO.	MOVES	HOW TO DETAIN	PRICE
13	Focus Punch	, Oreburgh Gate. 81F, (After wimming Canalaive City Gym battle) / Also, you can use the Ability Picture.	11111
2	Dragon Claw	Mt. Coronet (2nd) 1 FL lAfter visiting Spear Pillar!	
73	Water Puise	Ravaged Path. (After winning Hearthome City Sym bettle.)	
4	Calm Mind	After obtaining the National Pokedez	48bp
35	Roar	Route 213. (After woning Snoupoint City Gym hettle.)	
6	Такас	Route 212	
77	Halt	Route 217 / Trade with 10 Green Shards in a home on Route 212	- Dh
8	Built Op Built Sped	After obtaining the National Pokedes. (Battle Park)	48bp
10	Silinas Wascel	At Trainers School in Jubilife City / As a prize at Veilstone Game Corner	6000gr
1/11	Survey Day	Route 212 / Trade with 10 Red Shards in a home on Route 232.	0000g
12	Taunt	Route 211	
. 13	Ice Beam	Route 216 (After winning Snowpoint City Gym battle.) / As a price at Vellatorie Game Corner.	10000gc
14	Buzzard	Lake Acuity / Veilstone Dept. Store 3 Ft. in Veilstone City.	5500
135	Hyper Beant	Velistone Dept. Store 3 FL in Velistone City.	7500
16	Light Screen	Velistone Dept. Store 3 FL in Verstone City	2000
147	Protect	Veilstone Dept. Store 3 FL m Veilstone City.	2000
18	Rain Dance	Route 223 / Trade with 10 Blue Shards in a home on Route 212	
20	Giga Ovein Safeguard	Rouse 209 (After worming Hearthome City Gym battle.)  Veristisne Dept. Store 3 FL or Veristone City	2000
21	Frustration	Galactic Verlatione Building 3 FL / As a price at Webstone Game Corner.	1000gc
22	Solar beam	Veristone Dopt. Store 3 FL or Veristone City	30D0
1 23	(ron Tall	from Island 82F	7000
24	Thunderbolt	Valley Windworks (After winning Hearthorne City Gym / As a prize at Veilstone Game Corner)	1000gc
25	Thunder	Lake Villor (After visiting Spear Pellar) / Vellstone Dept. Store 3 FL in Vellstone City	5500
56	Earthquake	Wayward Cave LAfter winning Canalave City Gym battle.) / Also, you can use the Ability Pictup.	
£ 27	Return	Lost Tower 4 Ft. / As a prize at Vedstone Game Corner.	6000gr
28	Org	Ruin Manuec Cave	
7.29	Psychic	Route 211 (After winning Snowpoint City Gyrn bettle: I / As a prior at Volisione Some Corner.	10000gc
30	Shadow Bau	Route 210 (After obtaming SecretPotion.)	
35	Brick Break	Greburgh Gate, 81F (After obtaining Bicycle )	200
32 5.33	Double Team Reflect	Wayward Cave / As a prize at Vallstone Game Corner	4000g.
34	Shock Wave	Volkstone Dept. Store 3rd Ft. in Volkstone City.  Route 215	2000
35	Flamathrower	Fuego Ironworks / As a grize at Veliatone Game Corner	10000gc
36	Studge Samb	Gatactic HD 82F (On a passageway between their warehouse and HQs.)	-
37	Sandstorm	Trade with 10 Yellow Shards in a home on Rouse 232	
38	Fire Biast	Lake Verity (After visiting Spear Pillar) / Veristone Dept. Store 3 FL in Veristone City	5500
39	Rock Tomb	Ravaged Peth,	
40	Aenal Ace	Route 213	
1,42	Torment	Victory Road 1 FL	
42	Façade	After obtaining the National Pokedex. (Survival Area)	
143	Secret Power	Amity Square in Hearthorne City	
45	<b>E</b> 2556	As a prize at Velistone Game Corner / Also, you can use the Abbity Pichup	10000gc
46	Attract. Thief	Amity Square in Hearthome City.  Eterna City. (After winning Eterna Oty Gym battle )	
47	Steel Wing	Route 209	
48	Sicil Swap	A girt in a house in Canalise City	
49	Snatch	Galactic HÖ 1 FL	
50	Overheat	After obtaining the National Pokedes.	
51	Roost	Route 210.	
52	Focus Biast	Veilstone Dept. Store 3 Ft. in Veilstone City	
53	Energy Ball	After obtaining the Retional Polisides.	
54	Faise Swipe	Veitstone Dept, Store 3 FL in Veristane City	
55	Brine	Pastona Gty Gym battle	
56	Fling	A man in a house on Route 222	
57	Charge Beam	Sunyshore City Gynn battle	7000-
58	Oragon Pulse	As a prize at Veristone Game Corner  Victory Rosal 1 FL.	2000gc
60	Oram Punch	Veilstone City Gym battle	
61	Will-O-Wisp	After obtaining the National Policities.	3265
62	Silver Wind	Route 212	
163	Embargo	A man in Writstone City	
64	Explosion	As a reward for your 10 consecutive slot wins at the Game Corner	
45	Shadow Caw	Hearthorne Dity Gym battin.	
66	Payback	Route 215	
67	Recycle	An old Lady in Eteroa Conduttinium 2 Ft. in Eterna City.	
68	Giga Impact	As a prize at Velistone Game Corner	20000gc
E 69	Rock Polish	ML Coronet (1st) 1 FL (After visiting Lake Verity, (2nd))	
70	Flash	Oreburgh Gate B1F Lafter winning Oreburgh City Gym battle.) / Veilstone Dept. Store 3 FL in Veilstone City	
71	Stone Edge	Victory Road 2 PL	
72	Avalanche Thurster Wayn	Snowpoint City Gym battle	3264
74	Thunder Wave Gyro Ball	After obtaining the National Polebec. As a prize at Veilstone Game Corner	325p
	Sword Dance	As a prize at Velistane Game Corner.	15000gc
1 3 3			AND SHAPE OF THE PERSON NAMED IN
75 76	Stealth Rock	Oreburgh City Gym battle	

# INFO L

#### TMS, CONT.

NO.	MOVES	MOW TO DETAIN	PRICE
. 70	Captivate	Route 404 (After winning Etama city Gym hattle.)	
79	Dark Pulse	victory Road 2 Fc	-,
100	Rock Stide	Mt. Caronet 2 FL. (2nd).	
61	X Scissor	Rouse 221	
32	Sleep Talis	Eterna Forest. (After winning Eterna Dity Gym battie.)	
63	Natura Gift	Versione Dept intore 3 Filip versione City	2000
.84	Poison Jab	Route 232 (After winning Hearthome City Gym isettin )	
85	Oream Eater	valor axefront (After winning Snowpoint City upm battle	
.86	Gress Knot	Eterna City Gym battla,	
87	Swagger	Pakeman Mansian	
.58	Pluck	A girl is a house in Floaroma Town.	
89	(J-T <sub>D</sub> rm	As a prize at veristone Game Corner: Canatave City	60/10gr
90	Substitute	A small room on 2 PL of Forest Mansion. (As a prize at Vellstone Game Corner.	2000gc
91	Flash Cannon	Canalave ity Gym Dattle	
32	Trick Ream	A riown, et. a cottage en Route 213.	

#### HMS

NO.	MOVES	HOW TO DETAIN	PRICE
01	tut	From Cynthia when she comes to Eterna City.	
02	Fly	At Galactic Warehouse in Verstane City	
13	Surf	From the eider of Calastic Toves. (After examining a feason.)	9
04	Strength	From an ordinady on 5 Fc of Lost Tower	
25	Defog	From a Wan in Pasterie Great Marsh.	7
06	Rock Smash	From a mountain man at dreburgh Gate	
07	Waterfall	From Jasmine on the beach from m Susyahore City. (After visiting Surgestone City.)	, c
08	Rock Climb	Route 217	L.



MOVE	CONTEST	FOWER	APPEAL
baorb	Smart	FUWEK	# Voltage goes up two m a row, you earn +3.
cid	Smart	***	A basic performance
id Armar	Tough		Deadles pour supre la tien nom tiens, des l'échaires, mandant su trons autres autres autres à carrent et à
upressure	Cool		Doubles your score in the next turn
rual Ace	Cool	**	if the Polaroon performs first, earn +2.
ility	Coal		Causes your Polyemon to move first in next round.
Cutter	taol	464	Abisic perferences. (163, fp.) 6.74, q. Autolical (Eliferia) (Aliferia) (Aliferia)
Srash	Loci	**	if the Palaiman performs first, earn +2.
nesia	Cute		Doubles your score in the next turn.
cientpower	Tough		Withe Policemon performs last, earn +2.
ua Jet	Senoty	**	Cousses your Polismon to move lifst in next round.
aa Aing	Beauty		Appeal Point matches Voltage of judge
Ja Tall	Cute	444	A basic performance
matherapy	Smart	•	Appeal Point matches Voltage of judge
ist	Certe	**	All Polificians, in word recent up its remakent profits of the state o
штапсе	Beauty	44	Earn double the score if your performance is last
Ottish	Smart		A basic performance
ack Order	Smart		If the judges Voltage goes up, you earn +2
ract	Cute	***	No Voltage decrease during same turn.
a Sphere	Beauty		If the Pakemon performs first, earn +2
ora Beam	Beauty	94	If the Poleman performs first, earn +2.
hanche	Caol		Earn double the score if your performance is last.
ript	Cool	.00	No Voltage mcrease during some turn.
on Pass	Smart	Street.	High score for lew Voltage  Perform same move twice in a row.
at dp			
My Orum	Cute	( ) ( ) ( ) ( ) ( )	Doubles your score in the next turn
ie nd	Tough Tough	Care V	Earn double the score if your performance is last
ie.	Tough	www	Appeal Point equals round you perform in [1st=1, 2nd=2, etc)  A basic performance.
22210	Beauty	**	If the Pokemon performs first, earn +2
igh.	Cuto	99	No Voltage increase during same turn.
dy Slam	Tough	***	A basic performance
ne Club	Tough	-	A basic performance
ne Rush	Tough	**	Perform same move twice in a row
(PER	Cute		If the same judge has not already been picked, earn +3
19+ Bird	Cute		If the Polemon performs last, earn +2
ck Break	Cool	-	A pasic performance
the contract of the contract o	Smart		If the judge's Voltage goes up, earn +2
tible	Cute		Causes your Polemon to move lest in next round.
hbieBeam	Beauty	**	Causes your Politimon to move last in next round
g Buzz	Cute	1.000	If the judge's Voltage goes up, earn +2
lk Jp	Beauty	-	Doubles your score in the next turn
llet Seed	Cool	1 (may 1)	Perform same move Invice in a row.
m Mind	Smart		Doubles your score in the next turn
mouflage	Smart	Fr War	No Yokage mcrease during same turn.
tivate	Beauty		No Voltage decrease during same turn
irge	Smart	1 4111	Doubles your score in the next burn.
arge Beam	Seauty		If the Poleman performs first, earn +2
irm erre	Cute	-	Ne Voltage decrease during same turn.
atter	Smart	-	If Poliermon gets the lowest score, you earn -3
se Combat.	Smart	*****	If the previous Pokemon hit max Voltage, airm +3
ifuse Ray	Smart	**	Lowers Voltage of Judges by 1.
тиноп	Smart	***	A basic performance
rstrict	Taugh		Appeal Point equals round you perform m (1st=1, 2nd=2 etc)
pycalt	Cool		If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
mic Power	Совн	1	Doubles your score in the next turn
ton Spore	Beauty	**	Causes your Potermon to move first in next round.
nter	Tough		Earn double the score if your performance is usst
ss Chap	Cool	-	If the Polismon performs last, earn +2
ss Poison	Cook	***	A basic performance
nch	Tough	U SPACE	If the Policinon performs last, earn +2
30	Tough		Appeal Point equals round you perfurit in (1st=1, 2nd=2, etc)
	Cool	-	A basic performance
h Pulse	(00)		If the Polismon performs first_earn +2
end Grder	Smart	Le de	Doubles your score in the next turn.
ense Cur	Cute	**	No Voltage increase during same burn
og	Beauty	1 99 900	No Voltage sicrease during same burn
stiny Bond	Smart	PER PROPERTY.	If all Polemon choose the same Judge, earn +15
PCI .	Epol	TYMU T	High score for low Voltage
	5mart		If the same judge has not already been picked, earn +3
able	Smart		No Voltage decrease during same turn.
charge	Cool	**	If the Policinon performs first, earn +2
e .	Beauty	410	If the same judge has not already from picked, earn 43.
zy Punch	Cool	haw.	High score for low Voltage
ble rfit	Smart		Perform same move trace in a trace
bie Team	Cool	**	Causes your Policimon to move first in next round.
ubioslap	) Tough	-	Perform same move twice as a row.

MOVE	CONTEST	POWER	APPEAL
ragon Claw	) Egypt	44	, if the Ponemon performs first, earn +2
ragon Dance	Copy		Doubles your score in the next turn
ragon Pulse	Smart	**	If the Judge's Voltage goes (a), earn +2.
	EDO:		A basir performance
ragon Rage			If the Politiman performs test, earn +2.
ragon Rush	Cool		
agonbreath	Besity . 16 114 . 64 .	4	If the Pokemon performs first earn +2
rain Panish		17 🕶	If Voltage is raised by two Polemon in a row sam =3.
ream Eater	Smart	-	If voltage is raised by two Pokemon in a row, earn -3
till Feck	Cool	***	A basic performance.
ynamicPunch	Cool	**	If the Pokemon performs tast earn +2
inth Power	Smart	-	if the Polemen performs last, earn +2
rthquake	Tough		if the Pokemon performs last earn +2
g Barrib	Tough	***	A basic performance.
phargo	Cute	**	Prevents vortage from going up in the same turn
	Seauty	***	A best performance.
ther			
core	Cute		If Voltage's raised by two Pokemon in a row earn +3
daevoi'	Tough	44	Each double the score if your perfermence is lest.
dure	Taugh	**	No voltage increase during same turn
ergy Ball	Bentry	**	If the Politimon performs first, earn +2.
posico	Beauty		1 a Polemon choose the same Judge earn =35
rasenistry	Cool	**	if the Polyknon performs first, earn >2
remespeed	(001	**	Causes your Poxemon to move first in next round
ade	Cuts	-	Earn double the score if your performance a last.
nt Attack	Smart	**	If the Potemon performs last pain +?
ur Qut	Curte		M the Pelamon performs first, parn +2.
to Tears	Smart	••	No Voltage decrease during same turn.
se Swipe	Caol	*	High score for low Voltage.
herdance	Beauty		No voitage decrease during same turn
nt	Beauty		High score for low Voltage
e Biast	Beauty	**	If the Pokemon performs first, earn +2
e Fang	Beauty	-	A basic performance
Punch	Beauty	**	If the Pokemon performs first earn •?
			Appeal Point equals round you perform in (1st+1, 2nd+2, etc).
e Spin	Brenty		
sure	Tough		If all Pokemon choose the same Judge earn -15
ji i	Cute	**	Egrn double the score if your performance is last.
me Whee	Beauty		Perform same move twice in a row
methrower	Beauty	74	If the Poternon performs first, earn +2.
re 8 itz	Smart	**	if the previous Potemon or max voltage earn + 3
gh	Beauty	44	Lowers Voltage of audoes by 1.
sh Cannon	Smart		if the Pokemon performs first earn +2
tter	Smart	**	No Voltage decrease during same luru.
ng		-	+ Pokemon gets the lowest score you earn +3
	Tough		
	Smart		If the same Judge has not already been picked, earn +3.
cus Biast	Coot		the Polemon performs hist earn • 2
cus Energy	Coot		Doubles your score in the next turn.
cus Punch	Tough	•	f the same judge has not already been picked, earn +3
low Ma	Cute	***	All Politimon in next round go in random distin
rce Parm	Cool	WW	file Posemon performs last earn >2
resight	Smart		If Voltage is raised by two Povemon in a rank star +3.
stration	Cute	-	If the Pokemon performs ast earn +2
			Perform same move twice in a row
ry Attach	Cool		
ry cutter	Coo		Perform same move twice in a row
ry Swipes	Tough		Perform same move twice in a rook
ture 5-ght	Smart		if the Pokemon performs first earr +2
a Orain	Smart	<u></u>	If Voltage is raised by two Pokemon in a row, norn #3.
a mpect	Beauty	**	If the previous Polismon hit max Voltage, earn +3.
its Knot	Smart		If the judge's Voltage goes up, earn +2
isswh-stie	Smart	**	No voltage-decrease during same-turn
	Beauty	1	No Voltage morease during same turn.
Lvity			No voltage decrease during same turn
) WI	Cute	2	
oveth	Beauty	*	Doubles your score in the next turn.
udge	Fough	4.4	cowers voltage of judges by 1
ard Swap	Cute		High scare for low Voltage.
nk Shot	Cool	***	A basic performance
st	Smart		A basic performance
ro Ball	Beauty	**	farm double the score of your performance is last
1	! Beauty	**	No Voltage increase during same turn.
mener Arm		**	Causes your Pokemon to move last in next round
	(aoi		
rden	Tough		No Yokkage Hocrease during same turn.
ze	Beauty	**	No voitage mirease during same turn
ad Smash	Tough	**	If the previous Policinon tilt max Voltage, earn +3.
at Bet	Beauty	-	Appea Point matches voltage of udge
sal Block	Cute		No Voltage increase during same turn.
at Order	Smart		Appea Point maiches voitage of judge
naling Wish	Cute	_	August Point matches Voltage of judge.
eart Swap			High score for low voicage
MATERIAL PROPERTY.	(ool		# Voltage is raised by two Puliarisms in a 1991, days +3.



227	PARTET	FEWER	APPEAL
4) Jianp Kick	Cool	640	A basic performance
iidden Power Iorn Attack	Smart	*	A basic performance
orn Dritt	Cool		1 a Powernor choose the same judge earn +15
ydro Pump	Boauty	***	If the Pokemon performs first, sam +2
yper Beam	Cool	• •	f the previous Pokemon not may Voltage earn + 3
lyper Fang	1 Cool	44	If the Palemen performs last, norm +2
yper Veice	Cool	***	A basic performance
урлавів	Smart		Alo Voltage decrease during same turn.
e Beam	Beauty	**	If the Poleman performs first earn +2
e Fang	Cool	444	A basic performance
e Punch	Beauty		If the Pokemon performs first earn +2
s Shard or Wind	Beauty		Causes your Politimon to move lest in next round.  Causes your Politimon to move lest in next round.
nprison	Smart	-	Weltage is raised by two Polymon in a row, earn +3.
grain	Smart		Appea Point equals round you perform in (1st=1, 2nd=2, etc.
on Defense	Tough	44	No Voltage increase during same turn.
on Head	Tough	••	If the Pokimon performs last, earn +2
on Tall	Cool		if the Poleman performs last, ppm +2.
emp Kick	Cool	***	A basic performance
srata Chop	laugh	944	A basic performance
mp\$15	Smart		Doubles your score in the next turn
nock Off	Smart	***	A basic performance.
ast Resort	Cute		Appea. Point equals round you perform in (3st=1, 2nd=2, etc.)
ref Storre	Cuty	**	If the previous Pokemon hit may Voltage, earn 43
rech Life	Smart	-	If Voltage is raised by two Pokemon in a row, earn +3
rech Seed	Cool		Appeal Point equals round you perform in (1st=1, 2nd=2, etc).
eer cik	Tough		No voltage decrease during same turn.  High score for low Voltage.
ght Screen	Beauty		No voltage norea a during same turn
ock-On	Smart		If Voltage is raised by two Polisimon in a roys, earn +3,
ow Kick	Tough	999	A basic performance
ucky Chant	Cute		No Voltage encrease during same turn.
ach Punch	(00)	**	Causes your Poxemon to move first in next round
lage Coat	Beauty		Earn double the score if your performance is last.
agicai Leaf	Beauty	**	If the Poxemon performs first earn +2
legitude	Tough		If the Polemon performs last, earn +2
a First	Curto	44	Causes your Pokemon to move first in next round
san Look	Beauty	**	Lowers Voltage of judges by 1
ed-tate	Beauty		Doubles your store in the next turn
lega Orain	Smart		If Voltage is raised by two Pokemon in a rusk, earn +3.
egahorn	Tough		If the Pokemon performs, ast, earn +2  If all Pokemon choose the same Judge, earn +15.
era Sorat	Beauty	**	Fair double the score if your performance is last
letal Clave standard and	Contract to make the		With Publishing strikents tags, egins +2.
etai Sound	Smart	WWW.	Lowers voltage of udges by 1
letesr Mash	Coot		If the Polamon performs last, earn +2
Etababale Etababale	Cate		All Pokernon in next round go in random order
Herbie	Cute	-	If previous performer hits max Voltage, then you earn points equal to its Voltage rating,
nd Reader	Smart		1 Yorkage s raised by two Pokemon in a row earn ~3
Indirakter	Cute		No Voltage increase during same turn,
iracle Eye	Cute		If Voltage is raised by two Polemon in a rew, earn +3
Amor Coat	Beauty	44	Earth double the score if your performance is last.
rror Move	Smart	4.0	Earn double the store if your performance is last
irrar Shot	Curto		If the Polemon performs first, earn +2.
ist	Beauty	**	No voitage increase during same turn
conlight orning Sun	Search		Appeal Point matches Writage of judge.
uri Bornia	Seasty Smart		Appea Point matrings of ladge  If the Politimon performs last, earn +2
ud Shot	Tough		Causes your Politimon to move last in next round
uddy Water	Tough		If the Pokkmon performs last, earn +2.
ud Sap	Cute	***	A basic performance
asty Piot	Curto		Doubles your score in the next turn,
Acura Gift	Coat	**	I the Posemon performs ast earr +2
ght Shade	Smart	444	A basic performance
ght Slash	Beauty	444	A basir performance
ghtmare	Smart		No Voltage decrease during same turn.
ctążooką	Tough	44	H the lagges voitage goes up eam +2
dar Slevth	Smart	-	of Voltage is valsed by two Polismon in a role, eprin +3,
minous Wind	Smart		Deubles your store in the next turn
verteat	Seauty	44	If the previous Politiman hit max Voltage, earn +3
ain Split	Smart	44	Lowers Voitage of udges by 1
nyhack net	Coel		If the same judge has not airmady been picked, earn +3.
ech erish Sono	Cool Beauty		4 basic performance Lowers Voltage of pudges by 1
e'a Dance	Beauty		Appea Pom equals round you perform in 1st 1 2nd=2 etc.
in Missile	Cool	44	Parista seem meet take at 4 mit.
	1	3	· · · · · · · · · · · · · · · · · · ·

#### CONTEST MOVES, CONT.

MOVE	CONTEST	POWER	APPEAL.
lutk -	Cutte		If previous performer hits max voltage, then you earn points equal to its voltage rating.
dison Fang	Smart		If the judge's voltage goes up learn +2
olson Sas	Smart	444	A basic performance
del noesc	Smart		If the rudges vollage goes up earn =2
ison Sting	Smart	99	No Voltage decrease during same turn.
osonpowder	Smart		No voltage decrease during same turn
und	Tough	***	A basic performance.
wder Snow	Beauty		A basi performance
wer Gern	Beauty	****	A basic performance
war Swap	Beauty		High score for low Voltage
wer Trick	Cool		High score for low Voltage.
war Whip	Beauty		A basic performance
otect	Cute		High score for low Veltage
ybeam	Brauty		I the Poleman performs first earn +2
lych Up	Smart	**	Doubles your score in the next turn.
sychic Chih	Smart	1	I the Posemon performs first, earn of
rycho Shift	Cool	**	High score for law Voltage:  I the Powemon performs first earn +2
sy Catter	Ç00	-	
ly Vindovit	Smart	1 101	A basic performance
n shment	Smart	_	Pokemon gets the lowest store you earn + 3
rsuit	Smart		If Voltage is raised by two Policinon in a row earn +1.
wick Attack	Cool		Lauses your Pokemon to move first in next round
ige .	Cool		Doubles your score in the next turn.
in Dance	Tough	44	No Voltage increase during same turn
izor Leaf	Cool	***	A basic performance
azor Wind	Cool	*	If the same udge has not already been picken earn +3
ecover	Smart	-	Appeal Powe matches Voltage of judge.
ecycle	Smart		If previous performer has max voltage then you earn points equal to its Voltage rating
effect	Smart		Ho Voltage increase during same turn.
lefresh	Cute		Appeal Point matches voltage of judge
esort	Smart		If the previous Policinon N4 may Voltage, earn +3.
est	Lute		Appeal Point matches Voltage of Ludge
eturn	Curte	44	\$\times  the Policimon performs first, earn +2
evenge	Тоцдһ	~ ~	Earn double the score if your performance is tast
eversal	Ceol	**	Earn double the stone of your performance is liest.
car	Cool	++	No Voltage decrease during same turn
bar of Time	Cool		if the previous Poliemen hit man Voltage, earn +3.
lock Biast	Tough	**	Perform same move twice in a row.
tock Climb	Coot	***	Withe Polisimon performs last, seen +2.
lock Poush	Tough	~~	Causes your Pokemon to move first in next round
ack Slide	Tough		A basic performance.
lock Smash	Tough	**	fithe Pokemon performs last earn +2
tock Thraw	Tough	444	A basic performance
lock Tomb	Smart	40.00	Causes your Pakemon to move last in next round.
tole Play	Cute	*	If Polisman gets the lowest score you earn +3.
iotiout	Tough	44	Perform same move twice in a row
9051	Cool		Appeal Point matches Voltage of judge
afeguard	Beauty		No voitage increase during same burn
and Tomb	Smart		Appeal Foint equals reund you perform in (1st=1, 2nd=2, etc),
and Attack	Cute	**	No voltage decrease during same turn
andstorm	Tough		No Voltage mersese during same turn
cary Face	Tough	-	Causes your Pokemon to move last in next round
cratch	Tough	-	A basic performance
creech	Smart	**	Lowers Voltage of yudges by 1
ecret Power	Smert	-	All Poligmon in next round go in Hardom order
eismic Toss	Tough	***	A basic performance
elfdestruct	Beauty		If all Polemon choose the same Judge, earn +15.
hadow Bai	Smart	**	If the Pokemon performs first earn +2
hadow Claw	Cute	**	If the Pokemon performs first, earn +2
hadow Punch	Smart	44	If the Pokemon performs first, earn +2
hadow Sneek	Smart		Causes your Polemen to move first in next round
heer Cold	Beauty		If all Pokemon choose the same Judge earn +15
hock Wave	Cool	~~	# the Polemon performs first, earn =2
Igna Beam	Beauty		f the udges voltage goes up earn +2
Nyer Wirid	Seauty		1 # the sudge's Voltage goes up earn +2
NAMES AND THE PARTY OF T	Cute		No Voltage decrease dunng same turn
ing Idili Swap	Smart		# previous performer into max Voltage, then you nimb points equal to its Voltage rating.
by Attack	Cook	1	If the same judge has not already been picked learn =3
Incit Off	Cute	***	Appear Point matches Voltage of judge.
lam	Tough		A basic performance
lash	Cool	446	A basic performance
leep Ta k	Cate		A basic performance
hudge Bornb	Tough	44	If the Polemon performs test, earn +2
mokescreen	Smart	- **	cowers voitage of judges by 1
natch	Smart	1	If previous performer tuts man Voltage, then you earn points equal to its Voltage rating.
mare	Cute	***	4 basil performance
			Appeal Point matches Voltage of Judge.



#### CONTEST MOVES, CONT.

MOVE	VES, CONT.	POWER	APPEAL
Sourbeam	Contest		I if the same judge has not arready open picked, earn +3.
Sonichoom	Cool		A basic performance
Spacies Rend	Tough		If the judge's Voltage goes up, sem +2.
Spark	Coa	***	A basic performance
Spit Up	Tough		If the Polemon performs lest, pern 42,
Spite	Tough	**	No Voltage decrease during same turn
	Cuts		High score for low Voltage
Splash Stealth Rock	Cool		No Voltage Increase during same turn
		-	
Steet Wing	Cool		A basic performance.  Doubles your score in the next turn
Stockpile	Tough Tough		A basic performance
Storip		**	If the udges voltage goes up earn +2
Stone Edge Strength Vitagilandsdessed	Tough	ALLAND WWW.	About and arrange does up seeming
		www.	
String Shot	Smart State (State (Sta	A AND WALLS	No voitage decrease during same turn.  No Voitage decrease during come turn.
		444	A basic performance
Submission	Coot		
Substitute Sucker Dunct	Smart		If Pulsman gets the lowest score, you earn *3.
Sucker Punch	Smart	**	Causes your Polemon to move first in next round
Sumy Day	Beauty	999	No Voltage microsse during same burn.
Super Fang	Tough		A basic performance
Supersower	Tough	**	If the Politimon performs last, earn +2.
Supersonic	Smart		No voltage decrease during same turn
Surf	Beauty		N the Pakkerson performs first, earn +2.
Swagger	Cute		No Voltage decrease during same turn
Swartow Swart King	Tough	**	Appeal Point matches Voltage of Judge:
Sweet Kiss	Cote	-	No voltage decrease during same turn
Sweet Scent	Cute		No Voltage decrease during some turn.
Swift	Coo		f the Sakeman performs first earn +2
Swords Dence	Beauty	•	Doubles your scare in the next turn.
Synthesis  Takin with her fly her fly	Smart Smart State Street State	A STATE OF THE STA	Appea Point matches voitage of judge
		AND A STREET, AS A STREET, ASSAULT	At haste perferences.
Tait Glow	Beauty		Doubles your score in the next turn
Tall Whip	Cute		No Voltage decrease during same turn.
Taulwind	Smart  Though 2006-06/05/05/05/05	-	Causes your Pokemon to move first in next round.
Take Display, 655, 675, 685, 645, 68		POLITON WWW. NEW	A basic performance.
Taunt	5mart		High score for low Yorkage
Religion of the Control of the Contr	CON THE WARRY OF THE	and the state of the state of	Gross year Published to mayor Sint to meet yourd.
Thief	Tough	-	f previous performer hits mail Voltage, then you earn points equal to its voltage rating
Thrash	Tough		Perform same snove twice in a cow.
Thunder	Coo South Manager Mana		If the Powerson performs first earn +2
Thunder Fang. The Control of the Con			A Break perforalisation
Thunder Wave	Cool	-	No voitage decrease during same lum
Thunderbott	Cool		If the Polishmon performs first, each +2.
Thunderpunch	Cool		I the Polemon performs first, earn +2
Thundershock	Copi		A basic performance
Tickle	Cute	44	No voitage decrease during same Lurh
Birremak 17 19 x 74 x 17			High scate for live Voltage,
Toxic	Smart	44	No vocage decrease due ng same rum
Toric Spiles (1995) Ship Copy of	Smart Transportation	Anter Property	No Voltage barranje daring siene tyrn
Trick	Smart		If previous performer hits mail voitage, then you earn points equal to its Voltage rating
Yrick Room	Cute	44	All Poliemon in next round go in random order
Twister	CDOI		A basic performance
Uproar	Cute	99	Lowers Voltage of Judges by 1.
L turn	Cute	4	High score for low voitage
Vine White of the Mary Con-			A basic performance
Vita Throw	Cool	**	Causes you Pokemon to move last in heat round
Volt Taction & T 11	Cook. 9 271 10 10 271	Py WW No.	If the previous Patrimon his com Voltage, earn =3
Wakeup Siap	Smart		High score for the Voltage
Water Gon 1977 ( , , ;	. Culm / Ar . 1 G/ "		Admit performance
Water Pulse	Beauty	••	If the Polemon performs first, earn +2
Water Sports , c. S., to G	STATE OF STA	, <b>**</b> *	Na Voltage Septembe during seems tore.
Wrasenfai	Tough	400	A basic performance
Westher Balt 17, 7 4	Smort . 1	1 44	If the judge's Voltage goes up, says v2.
Whitipool	Beauty		Appeal Point equals round you perform in (1st=1 2nd=2 etc.
Whirlwind	Smart		H all Politimon choose the same Judge, earn +15.
Witt-0-Wisp	Beauty		If the Palebnon performs first, earn +2
Wing Attack: A - 177 - 197 - 197	Cast Cast Do MONO.		A hoole performance.
Withdraw	Cute		No voltage increase during same turn.
Word Harmon Layer 19	The Village of the State of	The state of the s	If the Publican performs (set, entry =2.
Worry Seed	Beauty	44	No voltage decrease during same ium
What you all the state the sale	Thought - Only of July Brades	\$ 16" - NO.	Apparet Print, equals remark year partners in (Lutica), Emina), step.
Wring Out	Smart	**	If the previous Pokemon hit max Voltage earn +3
X-Schaue	Strauty	**	If the Pokemon performs first, earn +2.
V <sub>awr</sub>	Lute	• •	No voltage decrease during same turn
	Beauty	4.4	if the Polymon perform last, man +2.

# POKÉMON NATURES AND CHARACTERISTICS

#### **POKÉMON NATURES**

Leveling up. They have preferences in Poffin flavors, too. Feed them the Poffin they like and it raises their conditions better

L.	STATS	ATTACK	DEFENSE	SPEED	SPECIAL ATTACK	SPECIAL DEFENSE
	POPPIN PLAYOR	Market and the state of the state of			[ to	Annual Line and the second
	Hardy					
100	Lonely	0				
	Brave	0		A		
	Adament	Ö			A	
	Naughty					A
fat	Bold	<b>A</b>	^			
OZ.	Docile					
15	Retained		0			
ΙF	mpish		0			
⋖	LER		0			A
Z	Timed	<b>A</b>				
10	Hasty		<b>A</b>	-		
- T	Serious					
Z	Jolly				A	
	Naive			_		A
Σ	Modest	A .			0	
-111	Mild		A		ŏ	
Ā	Duret			<b>A</b>	0	l .
POKÉMON'S NATURE	Bashfui					,
					0	
	Caim	A				
	Gentle	1	<b>A</b>			
	Sassy			A		
	Carefut				, 4	1
	Quarky					

- O. . , Stat that grows faster upon leveling up. The Poffin flavor that Pokemon of this nature loves.
- A.....Stat that won't grow much upon leveling up. The Poffin flavor that Pokemon of this nature hates

#### **POKÉMON'S CHARACTERISTICS**

BESIDES NATURE, each Pokémon has characteristics, too. What stat grows faster varies based on these characteristics. For instances, the Pokémon that has a characteristic that makes HP grow faster levels up to have its HP grow faster than other stats.

STAT THAT GROWS FASTER	CHARACTERISTICS	STAT THAT SUPPLEMENTS IN	EMBOCTI FINIFICS	STAT THAT MAINE PARTER	онисупптун
	Loves eating		Proud of its strength		Strong
	Takes naps a lot		Loves to thrash around		Tolerant
HP (	Daydreams a lot	Attack	Short tempered	Defense	Tenacious
	Untidy		Loves to fight		Patient
	Loves to relax		Hat blooded		Enduring
	Loves to relax		Hat blooded		Enduring
TAT THAT GROWS FASTER	Loves to relax  CHARACTERISTICS	STAT THAT GROWS FASTER	Hat blooded  CHARACTERISTICS	STAT THAT GROWS FASTER	Enduring CHARACTERISTICS
TAT THAT GROWS FASTER		STAT THAT GROWS FASTER		STAT THAT GROWS FASTER	
TAT THAT GROWS FASTER	CHARACTERISTICS	STAT THAT GROWS FASTER	CHARACTERISTICS	STAT THAT GROWS FASTER	CHARACTERISTICS
TAT THAT GROWS FASTER Speed	CHARACTERISTICS Loves to race	STAT THAT GROWS FASTER  Special Attack	CHARACTERISTICS  CUITOUS	STAT THAT GROWS FASTER  Special Defense	CHARACTERISTICS  Obstinate
STAT THAT GROWS FASTER Speed	CHARACTERISTICS Loves to race Sensitive to sound		CHARACTERISTICS  Curious  Mischievous		CHARACTERISTICS  Obstinate  Vanity



#### POKÉMON ABILITIES

ABILITY	EFFECTS FOR SATTLING PONEMON	EFFECTS FOR STANDING-BY ALLY POKENON
Control (Control	When fainting because of a Direct Attack, causes damage equal to 1/4 of his max MPs to the inflicting appeared.	
nticipation	Detects if the opponent has super effective moves or one-hit KD moves.	
ittle Armor	Prevents your opponent from gaining a critical hit on you.	
eret	increases the strength of your Pire-type moves by 1.5x when your HP falls below 1/3 of its max HPs	
lorophyti	Souble your Speed when it's sunty.	
ear Body	Defends against moves that lower your stats	
oud Nime	Prevents all Posismon in battle from being affected by weather conditions.	
rte Charm	When attacked with a Direct Attack, cast Cute Charm over your opponent with a 30% probability	
amp	Stops moves the Solidestruct and Explosion. The Ability Aftermeth doesn't work, either.	
ry Skih	Restores your HP without receiving damage when attached by Water-type moves. Recovers your HP every turn	
	when it is Raining. (*3)	
urly Bird	Recovers from Steep	
iter	Decreases the damage you receive from super effective moves	
ash Fire	Protects you from receiving Fire-type moves and increases the strength of your Fire-type moves by 1.5s.	
ower Gift	Increases your and your ailies' Attack and Special Defense by 1.5x when K's Sunity	
uts	Ranses your Attack by 1.5s when suffering from status conditions.	
eatproof	Halves the damages inflicted on you by your opponent's Fire-type moves and by having the Burn condition	
ency Gather	Sometimes pathers Honey during battles. (In regular, non-battle situations, too.) (18)	
uge Power	Raises your Attack. When you lose your Ability (Le Sloit Swap), it will only be 1/2	and the second s
urtie	Raises your Attack by 1.5a but lowers your Physical Attack Accuracy to 80%.	Makes It less probable to encounter high-leveled wild Pohimon.
ydration	Recovers from status conditions at the end of the turn when it is Raining	
smunity .	Protects you from the Poison condition.	Makes it more probable for male Polismon to meet female Polismon and vice verta
mar Facus	Prevents Flinch condition	
Maria Cara	Prevents you from being inflicted with the Sleep condition	Addition to the state of the st
timidate	Joon entering the battle the user of this move lowers the opponent's Attack by 1	Makes it less probable to come across low-leveled wild Pokemon
een Eye	Prevents your opponent from lowering your Acturacy	Makes it less probable to encounter low-leveled wild Pelamon.
lut2	Prevents your effective items from being effective in battles	
evitale	Protects you from Ground-type moves.	
mber	Prevents you from being inflicted with the Paralyze condition	
iquid Qom	Inflicts damage on your opponent when they use a heating move that absorbs your HP.	
lagic Guard	Prevents all moves (except Direct Attacks) from decreasing your HP (*7)	
CAST CO.	Increases your Defense by 1.5x when affected by status conditions.	
O A W SHEET	Lets you use your moves without being affected by your opponent's Abilities. (*1)	
latural Cure	Heals your status conditions when you withdraws from the bettle.	
lo Guard	Makes each others, moves atways sand without fail	Makes it more probable to come across wild Pokemon
Bilvious	Prevents you from Attract.	
hergrow	Increases the strength of your Grass-type moves by 1.5x when your HP falls below 1/3 of its max HPs	
wn Tempe	Protects you from the Confuse condition.	
ick Up	Occasionally picks up items during battles. (in regular non-battle situations, too.) (*9)	
Polson Point	When attacked with a Direct Attack, causes your opponent to be Personal with a 30% probability.	
ressure	When attacked, it decreases PP of your opponent's move by 2	Makes it less probable to encounter high-leveled wild Pokemon
ure Power	Return your Attack. When you lose your Ability (i.e. Skill Sarge), it will enty be 3/2	
livatry	Raises your Attack towards the same-gender opponents. Lowers it towards opposite gender opponents. (*5)	
TAX DOLLAR	Prevents you from suffering the effects of moves like Take Down and Couble-Edge.	
un Away	Lets all Polemon flee except for Trainer battles	
and Stream	Upon entering the battle the user of this move creates a Sandstorie.	
and Vell	Raises your Accuracy when a Sandstorm occurs	Makes it less probable that you will encounter wild Polemon when a Sandstorm of
Design Proof	Doubles the probability of producing the move's additional effects.	
hed Skin	Heals your status conditions in each turn with a 1/3 probability	
Inteld Dunt	Detends against additional effects of moves.	
TIPLE .	Doubles your stat changes	
niper	Increases the damage of the move when it is a critical felt.	
now Warning	Makes it Hall upon entering the battle	
ound Proof	Defends against sound moves 1°61 the Uproor and Sing.	
Latic	When attached with a Direct Attack causes your opponent to be Paralyzed with a 301 probability	Makes it more probable that you will encounter Electric-type Poleimon
CALIC	Raises your Speed by 1 every time your apparent flinches.	
tench	(No effect )	Makes It less probable to come across wild Pokemon
Ricky Hold	Proyects theft of your littles.	Makes it more probable you will catch Politings when you lists.
	Draws an Water-type moves to you in 2-on-2 battles.	A CONTRACTOR OF THE PERSON OF
torm Dram turdy	Defends against one-hit-impok-out moves the Horn Drift and Sheer Ceté.	
		Makes it more probable you will catch Polemon when you fish
uction Cups	Defends against moves that makes you switch in and out such as Whirtwood and Roar	Andrew I was deposited for any effect, and which seeks for the
gger Lucie	Makes it more probable that your first time mouse by 1 for when your 1/2 falls had no 1/2 of its may MPc	
Warm	Increases the strength of your Bug-type moves by 1.5k when your HP falls below 1/3 of its max HPs	
wift Swim	Doubles your Speed when it is raining.	
ynchronize	Makes your opponent suffer from the same status conditions when you are inflorted with the Poison, Paralyze or Sum condition	Makes it more probable that you will encounter Politimon with the same natura as
handed Cont		
angled Flet	Raises your Accuracy when you're Confused.	
echnician Notes Sea	Increases the power of moves that are less than 60 in Power by 3.5s. (*4)	
hick Fak	Naives the damage milicand on you by your appointnt's Fire and ica-type shoves.	
arrent	increases the strangth of your Water-type moves by 1.5x when your HP falls below 1/3 of his max HPs	
i magyajaharah	You are unaffected by your opposient's stats changes.	
Inburden	Doubles your Speed when you run out of items. Your Speed will be back to normal when you have stems again. (*2)	1
Valer Absorb	Restores your HP without receiving damage when attached by Woter-type croves.	

#### ADDITIONAL EFFECTS OF ABILITIES

- \*1 Except for Abilities that have post-attack effects. For instance, you can deliver a critical hit on an opponent with battle Armor, but still suffer damage by Rough Skin.
- \*2 Not effective if you don't have any items in the beginning
- \*3 Increases the damage by Fire-type moves. Receive damage every turn when it's sunny.
- \*4 Includes the moves that change the strength, and cases the effects of moves change the strength
- \*5 Has no effect on Pokémon that have no gender.
- \*6 The moves, Snore, Heal Bell, Screech, Sing, Chatter, Metal Sound, Grasswhistle, Uproar, Super Sonic, Growl,

- Hyper Voice, Roar Perish Song, Bug Buzz
- \*7 Liquid Ooze and Aftermath, Sandstorm and Hail Conditions, Poison, Badly Poisoned, Burn, Nightmare, Curse, Bind, Sand Tomb, Fire Spin, Wrap Effects from moves Poison Spikes, Stealth Rock Effects of items Black Studge, Sticky Barb, Backlash of your own move Backlash of your unsuccessful moves.
- \*8 Probability of Gathering (Pickup) increases as Pokémon's level goes up.
- \*9 Items change based on Pokemon's level

#### ITEMS

ITEM	BESCRIPTION	HOW TO DETAIN	PRICE
dament Orb	Exclusively for Graiga. Raises the strength of Dragon- and Steel-type moves	Spear Pillar (Diamond only)	
ur Mai	A colorfully printed letter	Jubilite City Eterna Lity	
unwet Coin	Let your Polemon battle at least once and the prize will be doubled.	Amity Square in Hearthorne City.	
Intidote	Cures special condition Poisoned	Pokemart (From the beginning.	14
irmor Fassit	A Pokemon fossil. Will be restored into Shiekton.	Dig out in Underground. (Pearl only)	
Lwakening	Cures special condition Sieep	Pokemart (After winning Oreburgh City Gym battle )	25
Big Mushrooth	Can be sold for 2500 Public Collans. The first things the first things the sold for 2500 Public Collans.	Mr. Corontt,	
Big Pearl	Can be sold for 3750 Pole Dottars.	Route 213	
Big Root.	Allows you to had more with AP abouting moves.	Note 254.	
Black Belt	Raises the strength of Fighting-type moves	An old man on a house on Route 221	
Black Glasses	Raises the strength of Dark-type moves.	Table to an old man in a house in Celestic Town in the daytime.	
Biack Sludge	Restores your HPs during Dattles (*3)	Wild Croagunk sometimes have it	
Bigon Mail	A letter that has pretty flower patterns printed on it.	Figuroma Toem	
	Policemon will score high in a Beauty Contest	A Scarf man in Pastona City	
Brue Scarf	Collect 10 of them and you can trade them for TM18 Rain Dance	Dig out in Underground	
Blue Shard	A letter that has a picture of a world of blue water printed on it	Verisione Dept. Store 1 FL	
Bubble Mar		Polemant (After winning Orehungh City Gym battle.)	2
Burn Heal	Cures Burn.	Veilstone Dept. Store 2 F. Route 209	98
Cate am	Raises the basic points of Special Attack	Veilstone Dept. Store 2 Ft. / Route 220.	98
Carbos	Raises the basic points of Speed.		
Choice Specs	Lets you use only one same move but raises your Special Attack by 1 Siz	Tall to a man in a house in Celestic Town	
Cleanse Tag	Less likely to encounter wild Polemon if held by the first Polemon in the sacty.	An old lady on the Lost Tower 5 FL.	10
Clefairy Ooll	Makes sure that you will be able to elude wild Pokemon	Venstone Dept Store 1 F.	2
Damp Muich	Keeps the son moist which slaws down the berry's growing process.	Old Mars in Serry House on Route 208.	-
Damp Rock	Makes the effect of the move Rain Dance last longer	Dig out in Underground	
Daylorn Storie	Males a specific Polisher grafets.	Mt. Coronet (2nd) 1 PL	
Dire Hit	Makes it easier that your Pokemon's move will be a critical bit.	Veitstone Dept. Store 2 F. Route 207	6
Oraco Plate	Plaines the strength of Oregon-type movies, see hours and head of the	Dig out in Undergrands.	
Oread Plate	Raises the strength of Dark type moves	Oté Chateau / Dig out in Underground	
Deark Stone	Malus a specific Politimon evolve.	Galactic Wershouse.	
Earth Plate	Raises the strength of Ground type moves	Oreburgh Gate 81F - Dig out in Underground	
Elisar	Restores PP of all the moves by 10 points	Route 212 / Galactic Venstone Building 2 FL	
Energy Root	Restores Pokemon's HP by 200 points Very briter	Herb Shop in Eterna City	8
EnergyPowder	Restores Polismon's MP by 50 points very bitter	Herb Shop in Eterna City.	5
Escape Rope	When deep inside of caves and coverns, it enables you to come back to the entrance	Pohemart (After winning Oreburgh City Gym battle /	5
Ether -	Reviews PP of one more by 20 points, and a first the second of the	Eterna Forest / Route 215.	
Everstone	Prevents Pokemon from evolving	Dig out in Underground	
	Gams experience points without fighting in battles.	+ From Prof. Rowen's assistant in Eterna City.	
Exp Share	Raises the strength of a move when it is super effective	An old man m a house on Route 221	
Expert Belt		Fuego fromworks / Dig out in Underground.	
Fire Stone	Makes a specific Politemon evolve	Route 215 Dig out in Underground	
Fist Plate	Raises the strength of Fighting type moves	Verlature Dept. Store 2 FL.	
Flame Mali	A letter that has a picture of a world of red blazing five printed on it.		
Flame Plate	Raises the strength of fire type moves	Dig out in Underground	
Focus Band	When HP is full, always leaves 1 HP even after receiving a move that makes you faint.	An old man in a house or Route 221.	2
Fresh Water	Restores Pakeman s HP by 50 points	Veristane Dept. Store 5 Fc	
Full Hear	Cures all the special conditions.	Poleimart, (After winning Hearthome City Gym battle.)	
Fig. Incense	Makes you attack second.	Veilstone City.	
Full Restore	Restores all your HP and cures off the special conditions.	Policinart, (After winning Sunyshore City Gym battle.)	30
Goody Malch	Makes your berry tipe and fall quicker and germinate more frequently	Old Man in Berry House on Route 208	
Grass Mail	A letter that has a picture of refreshing green grass field printed on it.	Visistane Dept. Store 1 FL	
Green Scarf	Pokemon will score high in a Smartness division	A Scarf Man in Pastona City	
Green Shard	Collect 10 of them and you can trade them for TM07 Hail	Dig out in Underground.	
Grap Claw	Makes the effect of the moves Bind and Wrap last longer	Wayward Lave B1F	
Growth Mulch	Keeps the soil relatively dry which makes the heavy grow faster.	Old Man in Sterry House on Route 208.	2



ITEM	DESCRIPTION	HOW TO GSTAIN	PRICE
uerd Spec	Prevents your ally's stats from decreasing (being lowered) for 5 turns.	Vedstone Dept. Store 2 FL / Route 215	70
ard Stone	Raises the strength of Rock-type moves.	Dig out in Underground.	
eal Powder	Curvs all the special conditions, Very bitter	Herb Shop in Eterna City:	45
art Man	A letter that has a picture of a big heart printed on it.	Hearthome City	9
art Sche	Lets you learn a move from Move Tutor in Pastoria City.	Org out in Underground.	
eat Rock	Makes the effect of the move Survey Day last longer	Gig out in Underground.	
phoy	Lures wild Polemon. You can use it on trees	Floaroma Town / Wild Combee always have it.	30
Plp	Permanently raises a Pokemon's HP	Veilstone Dept. Store 2 FL / Iron Island B2F	980
yper Potion	Restores Pokemon's HP by 200 points	Polekment (After winning Hearthome City Gym battle).	120
Heal	Recovers from being Frazen.	Polismant (After winning Dreburgh City Gym battle)	25
cle Plate	Raises the strength of Ice-type moves	A house on Route 217 / Dig out in Underground.	
Rork	Makes the effect of the move Hail last longer	Dig out in Underground.	
suct Plate	Raises the strength of Bug-type moves.	Dig out in Underground	980
n (I-l)	Raises the basic points of Defense	Verlistone Dept. Store 2 PL / Route 217	704
on Sall	Lowers your Speed. (*2)	Iron Island B2F / Dig out in Underground.  Dig out in Underground.	
on Plate	Raises the strength of Steel-type moves.  Sometimes makes the opponent flinch when your Pokeman uses attack moves.	Polemon with Ability Pickup sametimes pick them up.	
ng's Rock iva Cookie	A Lavaridge specialty. Cures all the special conditions.	Return a Suite Key to a woman at Valor Lakefront.	
af Stone	Makes specific Politimon evolve	Floaroma Meadow / Dig out in Underground.	
flovers	Gradually restores your HPs every turn	Wild Munchias always have K	
monade	Restores your HPs by 80.	Verstone Dept. Store 5 FL	
		Wild Pikachu sometimes have it	
gh Ban	Equipped on Pikachu, doubles Attack and Special Attack Makes the effect of the moves Reflect and Light Screen last longer	Mt. Caronet B1F / Dig out in Underground.	
ght Clay ck Incense	Let the Polemon holding it battle at least once and the prize will be doubled.	Rayaged Path	
cky Eug	Lets you gain a bitle extra bonus experience points.	Wild Chansey sometimes have it.	
strous Orb	Exclusively for Palica. Raises the strength of Dragon- and Water-type moves.	Spear Pillar (Pearl only)	
strous Urb icho Brace	Lowers your Speed by half but raises your stats basic points.	Show 3 kinds of Burmy to the boy in a house in Pastona City.	
	Raises the strength of Electric-type moves	from Island R2F	
ignet IX Elixiv	Restores all the PP of all moves.	Mt. Coronet (1st) 81F	
ax Ether	Restores all the PP of one move.	Iron Island B2F / Wayward Cave	
ax Potion	Restores all HP	Pokemart (After winning Snowpoint City Gym battle).	
ax Repel	Prevents you from encountering wild Polemon during the time you walk for 250 staps	Polimart (After winning Hearthome City Gym battle)	-
ax Revive	Restores all of the HPs of a fainted Politimon.	Route 214 / Salartic Velistone Building 2 FL / Dig out in Underground.	
adow Plate	Raises the strength of Grass-type moves.	Dig out in Underground.	
ental Herb	Cures Cute Charm. Good for one use.	Route 216.	
eta Coat	Raises the strength of Steel-type moves.	Wild Steelor and Bronzor sometimes have rt.	
etronome	Raises the strength of a certain move if used consecutively.	As a prize dam at Velistone Game Corner (for 2000 coins)	
ind Plate	Raises the strength of Psychic-type moves.	Solaceon Runs 84F / Dig out in Underground	
tracte Seed	Raises the strength of Grass-type moves.	Floaroma Town / Floaroma Meadow	
pornoe Mille	Restores your HP by 100	At CaFé Cabin on Route 210	- 62
oon Stone	Malos a specific Polismon evolve	Wild Clafarry sometimes have it / Dig out in Underground.	
ysoc Water	Raises the strength of Water-type moves	Pastoria City.	
everMeiUce	Raises the strength of ice-type moves.	Wild Snover have it sometimes	
ugget	Can be sold for 5000 Poke Dollars	Solaceon Rums 84F	
dd Incense	Egupped on Pokemon, it raises the strength of Psychic-type moves.	) Solamon Ruins B4F	
id Keystone	A stone to be framed in on the broken stone tower on Route 209	A man on Route 208	
d Gateau	A secret specialty of Eterna City Cures all the special conditions.	Old Chateau 2 F).	
/a) Stone	Makes specific Pokernon evolve	Last Tower 2 FL	
urlyz Heal	Cures Paralysis.	Polisiment (from the beginning)	20
ari	Can be sold for 700 Poke Dollars	Route 223	
nit Scarf	Polermon will score high in the Cuteness Contest	A Scart Man in Pastonia City	
Ison Barb	Raises the strength of Poison-type moves.	Route 206 / Wild Budew and Roselia sometimes have it.	
tion	Restores Poliemon's HP by 20 points.	Polement (from the beginning)	
oudn Op	Raises the max PP of a move by 1	Veristone Crity / Route 213	
otein	Raises the basic points of your Attack.	Veristone Dept. Store 2 Ft. / Route 221.	980
re Incense	Less likely to encounter wild Pokemon if held by the first Pokemon in the party	Route 221	7.00
ire incense lick Claw	Makes you able to attack first sometimes.	A women on 1 Ft, in condominiums in Jubilife City	
are Bone	Can be soid for 5000 Polit Bollars.	Dig out in Underground.	
re Candy	Raise your Palemons level by 1.	Wayward Cave / Solaceon Rums 84F	
ire Langy itor Claw	Makes it easier that your Pokemon's move will be a critical hit.	Victory Road 1 FL	
ed Scarf	Pokeman will score high in a Cookiess centest.	A Scarl man in Pastoria City.	
rd Shard	Collect 10 of them and you can trade them for TM11 Sunny Day	Dig out in Underground	
pel source	Prevents you from encountering wild Potentian during the time you walk for 100 staps.	Polemant (After extening Oneburgh City Gym battle).	31
wwa Merb	Fully recovers from familing	Herb Shop in Eterna City	280
rylvel	Restores half of the HPs of a fainting Pokemon.	Poternart (After winning Velisione City Gym battle) / Dig out in Underground.	150
rvive rtik Incense	Raises the strength of Rock-type moves.	Fuego ironworks	4.21
ose Incense	Haises the strength of Grass-type moves.	Route 212	
		Route 204	
ea ncense	Raises the strength of Water-type moves.		
red Shell	Makes it curtain that your Polismon's able to switch with its ally.	White Beautifly and Dustox sometimes have it.	
ne Bell	Restores HP by 1/8 of the damage done to your opponent.	A woman on 2 PL of a condominaum in Hearthorne City	
liny Stone	Makes specific Pakeman evolve	Iron Island B3F	
ik Scarf	Raises the strength of Normal-type moves.	As a prize item at Veilstone Game Corner (for 1000 coins).	
iverpowder	Raises the strength of Bug-type moves	Eterna Forest.	
ru Fossi	A Pokemon fossil. Will be restored into Cramidos	Dig out in Underground (Diamond only)	
ky Plate	Raises the strength of Flying-type moves	Dig out in Underground.	
moke Ba-	Makes sure that you will be able to escape from wild Pokemon	Route 210	
mooth Rock	Makes the effect of the move Sandstorm test longer.	Dig mat in Underground.	

#### ITEMS, CONT.

ITEM	DESCRIPTION	HOW TO GREATN	and.
Snow Mail	A letter that has a picture of a world of cold snow printed on it.	5 Snowpoint City.	
uda Pop	Restores Poleman's HP by 60 points.	Veristone Dept. Store 5 Ft. / Route 212	31
oft Sand	Raises the strength of Ground-type moves	Ht. Coronet (1st) 81F	
oothe Ber	Makes your Polismon band better	Pokemon Mansion	
gace Mail	A letter that has a picture of outer space printed on it.	Veilstone Dept. Store 1 FL	
pell Tag	Raises the strength of Ghost-type moves.	A woman in a house on Route 217	-
otesh Plate	Raises the strength of Water-type moves.	Route 220 / Dig aut in Underground.	
pooky Plate	Raises the strength of Ghost-type moves.	At Amity Square in Hearthome City / Dig out in Underground.	
table Mulch	Males your berry take longer to ripen and fall	Did Man in Berry House on Route 208.	2
tar Piece	Can be sold for 4900 Polici Dollars	Dig out in Underground.	_
tardust	Can be sold for 1000 Polis Dollars	Oreburgh Gate 83F / Mt. Coronet (1st) 81F	
teel Man	A letter that has a picture of cool machinery printed on it.	Sunyshore City.	
ticly Barb	Receives damage in each turn (*1).	A man on Veststone Dept. Store 5 FL.	
tone Plate	Rauses the strength of Rock-type moves	Dig out in Underground	
um Stone	Makes specific Polemon evolve.	Dig out in Underground.	
uper Potion	Restorus Polaiman's HP by 50 points.	Polemart (After winning Oreburgh City Sym battle)	7
uper Repel	Prevents you from excountering wild Polishon during the time you will for 200 steps.	Polismart (After winning Veristone City Gym bettle).	
hunderstone	Makes a specific Pohirmon evolve	Surryshore City Dig out in Inderground	
InyMushroom	Can be sold for 250 Poke Dollars.	Mt. Coronet.	
oxic Plate	Raises the strength of Poison-type moves.	Dig out in Linderground	
ungel Mail	A letter that has a picture of a coal mine printed on it.	Oreburgh City	
wistedSpoon	Raises the strength of Psychic-type moves.	Wild Abra and Kadabra sometimes have 4.	
fater Stone	Makes a specific Polizmon evolve	Route 214 / Dig out in Underground	
lave incense	Raises the strength of Water-type moves.	Route 210	
/hite Herb	Restores the lowered stats. Good for only one use:	Poliemon with Ability Pickup sometimes pick them up	
fide Lens	Raises your accuracy.	As a prize item at Velistone Game Corner (for 1000 coins).	
/Ise Gresses	Raises the strength of Special Attacks	Talk to a man in a house in Colestic Town at night.	
Accuracy	Raises the user Polemon's Accuracy	Veilstone Dept. Store 2 Ft. / Route 209	
Attack	Raises the user Polemon's Attack by 2.	Vedstone Dept. Store 2 FL / Route 205	
Defend	Raises the user Pokemon's Defense by 1	Veilstone Dept. Store 2 FL / Oreburgh Mine	
So Def	Raises the user Pokemon's Special Defense by 1.	Veristone Copt. Store 2 FL / Route 214.	
Special	Raises the user Polemon's Special Attack by 1	Veilstone Dept. Store 2 FL / Route 212	
Speed	Raises the user Polemon's Speed by 1.	Veilstone Dept. Store 2 FL / Route 206.	
ollow Scarf	Politimon will score high in a Tough division	A Scarf man in Pastona City	
atlow Shard	Collect 10 of them and you can trade them for TM37 Sandstorm.	Olg but in Underground	
ap Plate	Raises the strength of Electric-type moves.	Dig out in Underground	
Linc	Raises the basic points of Special Defense.	Venstone Dept. Store 2 FL / Route 212	91
Zoom Lense	Makes it probable that your move will land when you attack after your opponent.	As a prize Rem at Veitstone Game Corner (for 1000 coins).	



KEY ITEMS	DESCRIPTION	HOW TO OBTAIN	PRICE
Bicycle	A fast running Bicycle. Can shift gears.	From a store manager of a Bike Shop	
om Case	A case that can contain 50000 coins.	From a clown in a house in Vellstone City.	
Coupum 1	A sicket to be exchanged for a Polistich application	Correctly enemer the cloven's quiz in Jubilife City.	
oupon 2	A trobat to be exchanged for a Polistich application.	Correctly answer the clown's quiz in Jubilife City.	
Coupon 3	A ticket to be exchanged for a Polatch application.	Correctly answer the clown's quiz in Jubilife City.	
Septemen Kit	A set of tools that are useful for explorations. You can go to the Underground.	From Underground Man in Eterna City	
ashion Case	A case that neatly contains your stickers.	From an employee of Jubilife TV in Jubilife City	
Salactic Key	A card key that decipher the security code to Team Galactic HOs	B2F in Galactic Warehouse to Galoctic Veltstone Building.	
lood Rod	A new good fishing rod. Catches Polismon when used on waterfront.	From a fisher on Route 209	
purnal	A notebook that records the details of your journey	From your more in Twinleaf Town	
Rd Charm	A charm Cynthia entrusted you with to be handed over to the elder of Celestic Town.	From Cynthia that appears after you use Secret Potion on Route 210.	
Old Rod	An old ragged fishing rod. Catches Polemon when used at waterfront.	From a fisher in Jubilife City.	
n Pad	A pad that registers your friends, records the details of your plays.	From Yeals at Policinen Wi-Fi Club in Oreburgh City.	
arcel	You are seeping for your rival's morn to later deliver to your rival.	From your rival's more in Twinless Town.	
Poffin Case	A case that keeps Pollin you've made.	From the president of Polemon Fan Club in Hearthorne City.	
eat Case	A case that contains stickers to put on your Ball Capsule	From a woman m a house m Solaceon Town.	
ecret Potion	A medicine to cure headaches of a group of Psyduck on Route 201.	From Cynthia on Visior Lakefront.	
prayduck	A watering tool. Used to grow your berries.	From a sales person at a flower shop in Ploaroma Town	
torage Key	A key to Galactic warehouse in Vekstone City.	From a Team Galactic grunt at Galactic Velisione Building in Velisiane City.	
wite Key	A key from the Hotel Grand Lake.	Route 213	
оми Мар	A map that's ready and usable at anytime. Check your current whereabouts as well.	Deliver the package to your rival in Jubilife City.	
s. Seeker	Detects other Polemon Trainers who want to battle. Gets charged by your walking	From Professor's assistant on Route 207	
Norics Key	A key to enter the Valley Windowsks in the valley.	From a Team Galactic Grant in Floarottia Tourt.	

#### ADDITIONAL DESCRIPTIONS

- Sometimes it sticks to something it touches and cause damage.
- 2 It makes Flying-type Pokémon or the ones with Ability Levitate susceptible to Ground-type moves
- 3 It works only for Poison type Pokémon Decreases HPs of all other Pokemon that are not Poison-type



#### ITEMS - POKÉ BALLS

ITÉM	DESCRIPTION	HOW TO OBTAIN	PRICE
Potri Ball.	For existing weld Palacean	Polisment (From the beginning)	200
Great Ball	Easier to catch Poleimon with than Pole Ball	Pokemart (After wmning Vesistone City Gym battle)	600
Ultre Ball - Philosophiannafte er	Basiler is catch Peinlemen with them Great Sell.	Pokemert (After winning Hearthorne City Gym battle).	1200
Master Ball	Always catches any wild Polemon	From Cyrus on Galactic Velistone Building 4 FL	
Not Bell	Works with an Bug-and Water-type Poliferon.	Oreburgh City / Floarema City.	1000
Nest Sall	The weaker the Pokemon is, the easier the capture	Eterna City / Hearthome City	1000
Report Bull 1920 1970 1970	Works well on Pohlemor poulve caught halors.	Canatave City / Pokemon Laugus.	1000
Timer Ball	The more turns, the easier the capture	Celestic Town / Snowpoint Erty	1000
Country State out of the Country of	Nations your employed Polisinosi based with 1910.	Surryshore City / Polemon League.	1000
Dusk Ball	Makes it easier to catch Pokemon at night or in dark places.	Solaceon Town / Pastoria City	1000
Hist Ball And the Country of the Cou	Heals NP and special conditions of the Polisinos year or emight.	Jubilife City / Breburgh City.	300
Quick Ball	Use this ball right in the beginning of a battle	Pastonia City / Celestic Town	1000
Dive Bell	Makes It solder to couch Politican Oving in water.	Polismon News Press in Solaceon Town	
Premier Balt	A rare Poke Ball that commemorates something.	Purchase 10 Poke Balls at a time	
Safari Ball	A special bolt you can use only in Pastoria Great Harsh.	Pastorsa Great Marsh (you get 30 balls for 500 Polé Oollers admission).	

#### WILD POKÉMON ITEMS

NO,	POKÉMON	ALWAYS	ÖFTEN	SOMETIMES
10	Starly			rache Berry
11	Staravia			Yache Berry
ži.	Bibaret		Oran Berry	Sitrus Berry
15	Wr Lkelat	1		Metronome
14.	Kricketune		1	Metronome
20	Abra			Twested Spaan
21	Kadabra		†	Twisted Sepon
25	Budew	1	1	Poison Baro
26.	Rosolia			Poson Barb
31	Geodode		,	Everstone
32	Graveter		1	Eversione
35	Steenx			Metar Coat
50.	Beautify (Diamond only)		1	Shed Shelt
52	Dustax (Pearl only		1	Shed Shea
53.	Combee	Honey	1	
56	Bu.zel		1	Wacan Berry
57	Figatori	1	1	Waran Berry
58	Cherub-	_		Miragie Seed
67	Buneary		1	Chopie Berry
76	Giameow .Pearl only			Cher. Berry
77'	Purugly (Pears only)		1	Chen Berry
B2	(h ngi ng	_		Colbur Berry
83	Chimecho	1	1	Colbur Berry
84	Stunky Diamond only	1	+	Pe ha Berry
86:	Skuntank (Diamond only)		t	Pecha Berry
88	Bronzor	'	,	Meta Coat
10	Bronzong		1	Metal Coat
90	Panyta		1	shoul Berry
94	Mime Jr. (Diamond only)		1	цеора веггу
95	Mr M me Diamand only)	1		reoba gena
99	Chansey		Dval Stone	Lucin Etra
9.0 9.0	Cietta	_	Lepps Berry	Meer Stone
100				Moon Stone
102	Chatot		<b>Leppa Berry</b>	Merronome
102	Pichu		1	,
104	Priceto		A-10 8	Oren Berry
100	Sible		Oran Berry	Light Ball
112		Laftour	1	Haban Berry
	Manchlax	Leftovers		I berne been
121	Grafang			Persint Berry
127	Skorabi			Po son Barb
129	Croagank		1	Black Studge
134	Findgon			Rindo Berry
138	Tembacool			Poson Barb
137	Tentarruel			Poison Barb
142	Snover		1	NeverMettice
143	Abomasnow			NeverNettice
146	Snessel		Grip Char	Dutch Clow

# CHARTS & INFO



#### ITEMS POKÉMON PICK UP WITH THE ABILITY PICK UP

The second second				LEV	EL OF POKÉMOI	N THAT HAS MI	KUP .	_		
- Constitution of the Cons	TOM FEAST					and the second			H Gri LEVEL	LEVEL 10
Potion	0									
	0	0								
Super Potion			Ç							
Great Ball	0	0		0						
Pepei					00					
scape Rope	0	2	0	0	- O	0				
Fun Hea						,	\$			
typer Potion		2		0		10		0		
Jitra Bali		1							9	plo
Name and Address of the Address of t			1	C	T C		7	0		19
Rare Candy										
Dusk Sone							- C	0		C
Shiny Stone										CO
Daven Stone								٢,	10	0
Cult Restore			1							
dan Revive								^		0
P Մp										
dan Elizir										^
Typer Potion		Í								
lugget										
(ing's Rock		A								
Full Restore				A						
Ether										
White Herb			_							
TM46 Rest									1	
Elissly										
TMQ1 Focus Punch								A		
Lafterward	The second party	10000	v manadamente						A	
TM26 Earthquake									1	

#### ACCESSORIES POKÉMON PICK UP AT AMITY SQUARE

			POKEMON		
PRODUCTOR	O.C.	DATE OF THE PARTY	PACHIMINA	PINACIOI	GUNEARY
			PSYBUCK		HAPPINY
ometimes	, White Fiulf	Pinh Eufl	Jagged Boulder	Orange Fiel1	, Pink Scale
omet mes	Grange Ftuff	Red Feather	Snaggy Pebble	Brown Fluff	Shed Horn
ometimes	White feather	Vellow Feather	Brown Fluff	Small usaf	Pink Fluff
pmet mes	Mini Pepble	Black Beard	Mins Pebble	Red Feather	Ye low Feather
ometimes	Small Leaf	Narrow Scale	Black Moustache	Yellow Feather	Shed Claw
omet mes	Blue Scale	White Fulf	Shed Horn	Yellow Fiuff	Black Fluff
ometimes	Magost Berry	Magost Serry	Magost Berry	Magost Berry	Magost Berry
ometimes	Corne Berry	Corne Berry	Comm Berry	Corno Berry	Corne Berry
ematimes	Rabuta Berry	Rabuta Berry	Rabuta Berry	Rabuta Berry	Rabuta Berry
ometimes	Nomel Berry	Namel Berry	Nome: Berry	Nome: Berry	Namel Berry
locasionally	White Seard	White Moustache	Narrow Scale	Glitter Boulder	Mini Pebble
ccasionally	Thin Mushroom	Shed Claw	Mmi Pebble	8 g State	Big Leaf
ccasionally	Big Scale	Narrow Leaf	Green Scale	Black Moustache	Green Scale
ocasionally	Speion Berry	Speton Berry	Speion Berry	Speion Berry	Speton Berry
ccasionally	Paintre Berry	Parntre Berry	Paintre Berry	Paintre Berry	Pamtre Berry
Occasionally	Walme Berry	Watmer Berry	Watmet Berry	Wateret Berry	Walmer Berry
ccasionally	Ourm Berry	Ourm Berry	Durin Berry	Durin Berry	Outin Berry
Occasionally	Betue Berry	Belue Berry	Beine Berry	Beine Berry	Belue Berry
Ranalu	Stumo	1 Purole Scale	Thick Mushroom	Purple Scale	Stack Pubble



#### TYPE COMPATIBILITY CHART

THERE ARE TWO "TYPES" - The type of the moves Pokemon use in attacking and the types of Pokemon that receive the

attacks. The amount of damage varies based on the compatibility of these two types. Master this chart and use it to your advantage!

			TVPOS DE PORTERIOR															
		NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE .	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	<b>СНО5Т</b>	DRAGON	DARK	STEEL
	NORMAL											L			×			_
	FIRE	J	_	1	•		•	1					•			A		•
	WATER			•	<b>A</b>									•		<b>A</b>		
	GRASS	ļ	•	0	•				<b>A</b>		Δ			8		•		A
¢	ELECTRIC	1		0	•	A			1	×			f			<b>A</b>		
h y	ICE		Δ	A	9		•			•		_				•		<b>A</b>
4	FIGHTING	•					•		A		Δ	<b>A</b>	4	•	×		•	9
	POISON	1			•				Ā	Ā				Ā	<b>A</b>			×
	GROUND		•	-	*	•			•		×		•	•				•
477	FLYING				•	•							•	٨				<b>A</b>
	PSYCHIC							•	•								×	
	BUG		A		•			•	A		•	•			•		•	•
	ROCK		•				•	<b>A</b>		4	•		•					<b>A</b>
	GHOST	×										•			•		A 1	<b>A</b>
	DRAGON															0		•
	DARK							A				8			•		•	٨
	STEEL		•	<b> </b>		•	•						1	@			)	•



VERV EFFECTIVE X 2

= not very effective x 0.5

NO SYMBOL

**EFFECTIVE X 1** 

X = NO EFFECT AT ALL X O

<sup>\*</sup> Fire-type Pokemon don't get burnt, Ice-type Pokemon don't get frazen. Poison-type Pokemon don't get poisoned

#### STICKERS

City, where the selection changes daily. To collect alphabet Stickers, show your Unown to a boy in Solaceon Town.

#### STICKERS FOR MONORY SAME

ITEMS	DESCRIPTION	LOCATION	PRICE
Heart Sticker A	Small pink heart.	Suryshore Market in Suryshore City.	500
Sta Sticker B	Yellow stars with a big sparkle	Sunyshore Malket in Sunyshore ity	50
Line Sticler C	Block first.	Surgeitore Mariet In Surgeitore City.	100
Electric Sticker 8	ureen ight shooting upward	Sunyangre Market in Sunyshore ity	100
Fire Stictor A	Send proop flore.	Scoryphone Market In Scoryphone (20gs.	50
Bartin Studies B	White sofett	Sunysho e Market in Sunyshore City	100
Description of the State of the	Annahara da a Maria de Calendario de Calenda	Andrew A. Committee Manhagin Committee of Property and Indiana Committee of the	describerable and interest of the

#### STICKERS FOR TUESDAY SALE

riters	DE ROSETTUR	# SCATEGO	PRICE
Meart Sticker B	Big prob heart	Sunyshore Market in Sunyshore City,	50,
Star Stirker (	Blue stars with a small sparker	Sunyshare Market in punyshole ity	50
Line Sticker D	Moe line .	Sonyshere Macket in Sunyshere City.	100
Electric Sticker C	Yellow light shooting downward.	Sunyshore Market in Sunyshore City.	100
Wire Sticker 8	itig erange fleroe	Sergstrere Hertet in Sunystere City.	50
Flowe St Her A	Faring pink pera s	Suppy to Mullet in Suppyshore City	50
The state of the s	and the second s	the same of the sa	THE RESERVE OF THE PERSON NAMED IN

#### STICKERS FOR WEDNESDAY SALE

ITEMS	DESCRIPTION	LOCATION	PRICE
Theart Sticker C	) Small black heart,	Suryshore Market in Sunyshore City	504
Star Sticker D	Blue stars with a big sparkle.	Sunyshore Market in Sunyshore City.	50
Stroke Sticler it	White produc pulls.	Suryshere Hartet to Suryshere City.	1,00
Electric Sticker D	Green light shooting downward.	Sunyshore Market in Sunyshore City.	100
Fire Steker C	Sough plue Rame	Surystore Hartet in Surgature City.	- 50
Flower Sticker B	Pink flower petals.	Sunyshore Merket In Sunyshore City.	50
Come Cisher S	The state of the s	And the same of th	The second section is a second section of the section of the second section of the

#### STICKERS FOR THURSDAY SALE

(TEMS	DESCRIPTION	LOCATION	PRICE
Heart Sticker D	Big stack heart	Surryohere Market as Surryshore City.	į 5 <u>1</u>
Star Stirter E	Color changing stars with a small spariet.	Surryshore Market in Surryshore City.	100
Smalls Sticker 8	Bladi smoke puffis.	Sunjohern Hartes in Synyshore City.	100
Bubble Sticker A	A little hit of bise bubbles.	Sunyshore Market in Sunyshore City.	50
Fire Sticker D	Big blue fitme.	Surychore Market in Sunyshore City.	
Flower Sticker C	Felling purple petals.	Sunyshore Market in Sunyshore City.	50
	of the same of the	(Malana) Company of the Market State of the Control	A desired property of the same

#### STICKERS FOR FRIDAY SALE

ITEMS	DESCMPTION	LOCATION	PRICE
Heart Sticker &	Floating pink heart	Surryshore Market in Surryshore City.	100
Star Stictor F	Color changing stars with a big sparkle.	Sunyshore Market in Sunyshore City.	100
Il Secolar Statement	White smake pulls going depressed.	Surgehore Harriet in Surgehore City.	10%
Bubble Sticker B	A tot of blue bubbles.	Surryshore Market in Surryshore City.	50
Party Sticker A	Red confect.	Sugesture Nuries in Surpeture City.	50
Flower Sticker D	Purple petals.	Sunyshore Meriet in Sunyshore City.	50
Complete Supplied Associate of Chipping	The same of the sa	A Committee of Deplets in Committee of Committee or Commi	

#### STICKERS FOR BUTURAY SALE

ITEMS	DESCRIPTION	LACATINE	PRACE
Heart Sticker F	, Roating pink heart.	Conystore Market in Sunyshore City.	108
Line Sticker A	White line.	Sunyshore Market in Sunyshore City.	100
Smalle Sticker D	Black wooder polity going discovered."	Sunyshore Marted in Surryshore City.	160
Bubble Sticker C	A little bit of pink bubbles.	Sunyshore Market in Sunyshore City.	50
Perty Sticker 8	Shor confect,	Sunyatiace Martet in Sunyahore City.	
Flower Sticker E	Falling yellow petals.	Sunyshore Market in Sunyshore City.	50
Completely Selection of the Selection	Mary free to the same of the s	Miller of the store their in Section Bigs of Section in the second	AND DESCRIPTION OF THE PARTY OF

#### BTICKERS FOR BUILDING SALE

ITEMS	PESCRIPTION	LOCATION	PRICE
Star Sticker A	Yellow stars with a small sparife.	5 Sunyshipre Marriet in Surryshore City.	
Line Sticker B	Yellow Ime.	Sunyshore Market in Sunyshore City.	1
Nectric Sticker A	Yellow light shooting aptend.	Surystore Hartest in Sougatore City.	- E
Bubble Sticker O	A lot of pink bubbles.	Surryshore Market in Surryshore City.	
Party Stictor C	Green copfetti,	Staryphore Hariset in Sunyshore City.	4
Tower Sticker F	Vellow putals.	Sunyshore Market in Sunyshore City.	
The State of the S	The second section of the second section is the second section of the second section in the second section is	Marie Committee Marie In Secretary District State of Control of Co	PARTITION OF STREET



#### THE ALPHABET STICKERS

DESCRIPTION	LOCATION	PRICE
A Sticker shaped like the letter A	Show Unown A to a boy in a bouse in Solection Town.	
A Sticke shaped ke the etter B	Show Unown B to a boy m a house m Solaceon Town.	
A Sticker shaped the the letter C .	Show thrown C to a boy in a luxuse in Solection Team.	
A Sticker shaped like the letter D	Show Unorim D to a boy in a house in Solaceon Town	
A Sticker shaped like the letter E	Show Libourn E to a boy in a house in Selection Town.	
A Sticker shaped like the etter F	Show Unown F to a boy in a house in Solaceon Town.	
SA Sticker shaped His the letter 6	Show Lingum G to a boy in a house in Solatern Years.	-47
A St ker shaped we the etter H	Show Under Hite a boy in a nouse in horaceon Town	
A Stistur shaped like the letter I	Show Unown I to a key in a house in Selection Years,	-
A Storker shaped like he letter,	Show undern to a boy in a house in Socklean Town	
Sticker shaped like the letter if	Show Unown K to a boy in a house in Selataun Town.	
A St. ker shaped like the letter t	Show Unown L to a boy m a house in Solaceon Town.	_
A Sticker shaped like the letter M	Show Uneum 14 to a boy in a house in Solaceon Town.	-
A St. ker shaped like the leiter N	Show undwh N to ± boy in 4 house in Squareon Town	
A Sticker shaped like the letter D	Show Uneven O to a bey in a house in Selectory Town.	
A St. ker shapou like the letter P	Show nown Pito a boy in a house in bola eon Town	
A Sticker shaped like the letter 0	Show Ungwin Q to a boy in a house in Splaceen Years.	-0)
A 5 Her shaped the the letter R	Show a nown R to a boy in a house in 50 a con Town	
A Sticker shaped like the letter 5	Show Unown 5 to a boy in a labuse in Soliceon Town.	
A Sticker shaped ike the letter T	מאס" רסש בוסב ה שבחת ב ה עסם ב סי " השפרע שפחל	
A Sticker shaped like the letter U	Shaw Unover U to a boy in a house in Solaceon Town.	
A Stuber shaped the he efter v	show under a to a boy in a house in Sola eon Town	-
A Sticker shaped like the letter W	Show Uneum W to a boy in a house in Salecups Team.	
A St. ker shaped the the letter X	Show undwo X to a boy in a house in Solaceon Town	-
A Sticker shaped like the letter Y	Show Unover Y to a boy in a house in Selection Tours.	
A Sticke shaped the he letter 2	Show nown 2 to a boy in a house in Sola con Town	
A Sticker shaped Nie the letter (	Show Unown I to a boy in a house to Solecton Tours,	43
A Sticker shaped like the letter 7	Show Unown ? to a boy in a house in Selaceon Town.	



ACCESSORIES	HOW TO DETAIN	MAX (PIECES)
Award Podium	Win 1st blace in Fough Lontest / Master Rena.	1
B g ceat	Take a stro- " Amity Square with Bunnary and Happiny	9
Mg Scale	Take a stroll in Amity Square with Prinche and College	9
Ste Tresu	From a suman assente of Rosona Posses	1
Elect Seero	Take a street to denity Square with Criticise.	9
Black Fluff	Take a stroll in Amity Square with Bureary and Happiny.	9
Black Moustache	Take a stroll in Amity Square with Phachu, Pachinsu and Psyduck,	9.1
Black Specs	Trade 20 Wepear Berries at the Pick a Peck of Colors Flower Shop	9
Black Stone	Take a stroll in Amity Square with Bureary and Hepping.	9/
Blue Battoon	Win 1st place in Beauty Contest / Great Rank	1
Blue Barrette	With 1st place in Beauty Contest / Normal Rank	1
Blue Feather	Take a stro in Amity Square with Shizoomist and a golypoit after receiving the National Pokedex	9
Nue Flower	Trade 30 Corne Berries at the Pick a Reck of Colore Flower Stop.	10
Rine Soole	Take a street to rendra fromon with litelator	9
Brown Floff	Take a strett in Armity Square with Pillachia, Pachintia and Phytholic	9
Cape	Trade 250 como Berries at the 6 ch a Peck of Colors Flower Shop	1
Carpet	Trade 100 Spolon Berviss at the Pick a Pack of Colors Flower Shop.	5.7
Chimchar Mask	From a man at the Jubilife TV station (2 FL) in Jubilife City. (*1)	1
Colorful Parasol	Trade 30 Magost Berries at the Pick a Pack of Colors Flower Shop.	2
Contest	Trade 30 Razz Bernes at the Pick a Perk of Colors Flower Shop	9
Crown	Insert FireRed game, then goto the right-corner of the 2nd floor of Pol Porh after phosphing the National Polds	ieic. 1-
Cube Stage	Win 1st place in Smart Contest / Master Rank	1
Earns Thing	Maskaga House in Velistone Dity-once a day.	9
196	France of managements of Special Residence	1
Plewer Stage	Whit Set place in Gate Contract / Heater Rook	1 11
Fuffy Bed	Trade 150 Watmer Bernes at the Pick a Peck of Colors Flower Shop	1
Siass, Stane	Win, 1st place to Beauty, Contest/Masser Renk.	10
Striction Consenses	Manage Mouse is Melinous file come a day	9
Silkher Store:	Take a providing Ametry Square with Pillading	97
Gold Pedestas	Wir 1st; ace in Coo Contest Master Rank	1
Googly Spec	Trade 20 Normal Services at the Pick a Pack of Colors Flower Shop.	97
Gorgeous Specs	Yeade 4G Pinap Bernes at the Pick a Peck of Colors Flower Shop	9
Green Balloon	Win 1st place in Stream Comest / Great Rank,	1
Green Barrette	Win 1st place in Smart Contest. Normal Rank	1
Green Scale	Take a stroll in Amery Square with Pachinisu, Popularis, Banaury and Hopping.	9
Gutsy Determination	Massage House in Velistone City once a day.	9
Neaddress	Win 1st place in Cule Contest / Ultra-Rank	2
Servic Seedband	Sain has plante in Jamah (Immessa / Clinia Stank	1
Humming Hote	Manage History in Velicona City coop a size	9
Jagged Stone	Take a stroll in Amity Square with Pachinsu or Psyduck.	9
Mini Steine	Title a stool in Amily Square with Factories and Psychols.	9.5
Mirror Bai	Trade 250 Ouncil Bernes at the Pick a Peck of loidrs blower Shop	1
Mystic Fire	Massage House in Velisione City once a day.	1
Narrow Leaf	Take a stroll in Amity Square with Orifloon	9
Nucces Scale	Tring a storil to Amity Square with Suchring, Phyllick and Orlines.	40



#### ACCESSORIES, CONT.

ACCESSORIES	HOW TO GETAIN	MAX (PIECES)
Nostalgic Pipe	Trade \$20 Paintre Bernes at the Pick a Pech of Colors Flower Shirp.	1
Old Umbretta	Trade SD Paintre Berries at the Pick a Peck of Colors Flower Shop	1
Drange Flower	Trade 15 Magast Bernes at the Pick a Pack of Colors Flower Shop.	7
Orange Fluff	Take a stroil in Amery Square with Pikachu and Defasty	9
Peopler Speen	, Massage House in Velistone City once a day	9
Photo Board	Trade 200 Belue Berries at the Pick a Peck of Colors Flower Shop	. 3
Pmk Balloon	Win 1st place in Cute Contest / Great Rank	
Pink Barrette	Wim Est place in Cute Contest / Normal Rank	, 1
Pink Flower	Trade 20 Bluk Berries at the Pick a Peck of Colors Flower Shop.	9
Pink Fluff	Take a stroll in Amily Square with Buneary, Happiny and Driftoon	9
Pink Scale	Take a stroll in Armity Square with Buneary and Happing.	
Piplup Mask	From a man at the Jubilife TV station (2 Ft.) in Jubilife City: (*2)	1
Poison Extract	Massage House in Veristone City once a dep.	9
Pretty Dewdrop	Massage House in Velistone City once a day.	9
Professor Hat	Win 1st place in Smart Contest/Ultra Rank.	
Puffy Smoke	Massage House in Ventstone City once a day	
Purple Scale	Take a stroll in Amity Square with Pikachu and Drifton.	
Red Battoon	Win 1st pare in foor Contest Street Rank	
Red Feether	Take a strall in Artiky Square Pikachu and Orifloon.	
Red Flower	Trade 10 Razz Berries at the Pick a Peck of Colors Plower Shop	•
Round Stone	Take a stroll in Amity Square with Clefarry, Pachinsu and Psyducis.	
Scarlet Barrette	Win 1st place in Cool Contest/Normal Rank	
Seashell Shard	Massage House in Velisione City once a day.	
Shed Claw	Take a stroll in Amity Square with Buneary, Happeny and Orifloon	
Shed Horn	Take a stroll in Amity Square with Pachinsu, Psyduck, Bureany and Happing.	
Shimmering Fire	Massage House in Velstone City once a day	
Shiny Powder	Massage House in Visistone City once a day.	
Sith Vert	Win 1st place in Beauty Contest / Ultra Rank	
Small Leaf	Take a stroll in Amity Square with Pikachu and Optiony	
Snaggy Stone	Take a stroit in Amity Square with Pachinso and Psyduck	
Snow Crystal	Massage House in Veristane City once a day.	
Sparks	Massage House in Veistone City once a day.	
Spotlight	Trade 80 Nomel Berries at the Pick a Pock of Colors Flower Shop.	
Spring	Massage House in Veilstone City once a day.	
Standing Mile	Yrade 60 Stuti Berries at the Pick a Peck of Calors Flower Shop.	
Stump	Take a stroll on Amity Square with Defairy	
Surfboard.	Trade 160 Wepcar Berries at the Pick a Pack of Colors Flower Shop.	
Sweet Candy	Trade 30 Nanab Berries at the Pich a Pech of Colors Flower Shop	
Thick Mushroom	Take a stroll in Arnity Square with Pactitriou and Psychols.	
Thin Mushroom	Take a stroll in Amity Square with Clefarry	
	Insert LeafGreen game: then go to the right-corner of the 2 PL of Pat Park. After obtaining the National	f Pohiden.
Tipes Top Hat	Win 1st place in Cool Contest / Ultra Rank	
	From a man at the Jubilife TV station (2 FL) in Jubilile City. (*1)	
Turtwig Masil	Massage House in Veristone City once a day	
Wealthy Coin	Take a strott in Amity Square with Clefting	
White Beard	Tales a stroll in Amity Square with Clefany	
White Feather	Trade 10 Hanab Service at the Pick a Peck of Colors Flavor Shop.	
White Flower	Take a stroll in Amity Square with Clefahry and Orifloon	
White Fluff	Take a stroll in Amity Square with Driftoon.	
White Moustache	Why 1st place in Tough Contest / Great Rank	
Yellow Balloon	Win 1st place in Tough Contest / Hormal Rank	
Yellow Barrette	Take a stroll at Amity Square with Pikachu, Buneary, Happiny and Driftoon	
Yellow Feather		
Yellow Flower	Trade 15 Rabuta Bernes at the Pick a Pack of Colors Flower Shop.	

# \*3 If you go to the man at Jubinfe TV, you'll receive the player's note. Powemon mash. A mask of the first Powemon you chose in the beginning of your jouney. If you talk to a woman on 1 FL in Venstone. Dept. Building, you'll receive a mask of your rival's initial Pokemon. If you go to the woman beneath the observatory in Pastoria City, you will receive a mask of your support character's initial Pokemon.

#### BOCKGROUDD

DRESS UP (*1)	YOU HAVE IT FROM THE BEGINNING	
Candy Room	4th place prize at Pokeman Lotto in the Jubille TV station	
City at Night	You have it from the beginning (*2) /4th place prize at Poleknem Lutto in the Jubilife TV station	
Complex Cloud	You have it from the beginning (*2) (4th place prize at Poloimon Lotto in the Juhiller TV station.	
Liberal 3	You have it from the beginning ("2) /4th place prize at Politimen Lette in the Jubilite TV station.	
Flery Stage	You have it from the beginning (*21/4th place price at Polismon Lotte in the Juliaire TV station.	
Flower Patch	You have it from the begrowing (*2) /4th place prize at Polermon Lotto in the Jubilife TV station	
Future Room	4th place prize at Pokemon Letin in the Jubilife TV station.	
Open Sea	4th place prize at Polemon Lotto in the Jubilife TV station	
	You have it from the beginning ("2) /4th place price at Pokenton Lotto in the Jubilite TV station.	
Seafloor	Insert Pokemon Sapphire game. Speak to a woman in the right-corner of the 2 FL of Pai Park.	
Serene Room	4th place prize at Poleimon Lotto in the Jubilie TV station.	
Sky	Insert Pokerm Emerald game. Speak to a women in the right-corner of the 3 Ft. of Pat Park.	
Snowy Town	You have it from the beginning (*2) /4th place prize at Policimon Lottle in the Jubilite TV station.	
Space Stage	You have it from the beginning (*2) /4th place prize at Polemon Lotte in the Jubilife TV station.	
Total Darkness	4th place prize at Pokemon Lotto in the Jubilife TV station.	
Underground	insert Policinon Ruby game. Speak to a woman in the right-corner of the 2 FL of Pal Park.	

\*2 You have 2 of the following items from the beginning Ranch, City at Night. Snowy Town. Fiery Stage. Space Stage Cumulus Cloud. Desert, Flower Patch



#### **ACCESSORIES**

YOU'LL BE ASKED to accessorize your Pokémon in the first round of the Super Contest. To earn a high score, be sure to choose accessories that fit the theme you're given

MAME	SMAPBLY	SHARPHEDS.	THE CHEATEN	MATURE	THE COLORGO	THE SOLID	
Award Podium	High	Normal	Hugh	LOW	Norma	High	
Big Leef	High	Normal	Leve	High	Normal	Normal	
Me Soule 1 - group to grow a grow and the	Morrell	High control of the last	town in a real	High	Normal	Migh	
81g Trea	High	Normai	-DW	нар	Norma.	High	
Black Beard	Normal	High	High	Lave	High	Normal	
Black Fluff	Normai	LOW	LOW	High	ыды	Normac	
Black Moustache	Normal	Normat	High	Low	High	Normal	
Black Pobbie	High	cow	Norma	Norma.	High	High	
Black Specs	High	Normal	High	Low	High	High	
Blue Balloon	Norma	LOW	High	Low	High	Low	
Blue Barrette	Normal	Normal	High	Low	High	Normal	
Blue Feather	Normal	High	Low	High	High	Normal	
Stus Flower	High	Normal	Low	High	High	Normal	
Blue Scale	Normal	High	Low	High	High	High	
Brown Fluit	Normal	Low	Low	High	High	Normal	
Cape	High	High	High	Low	High	Normal	
Corpet	High: 1 to a	Low - 5-	18gh	Louis	48gh	High	
Chimchar Mask	High	NOW	High	cow	Normai	Norma.	
Colored Person	High	High	High Treatments	Law Shoreston S	High	High	
Confeto	Normal	Normat	High	LOW	High	Norma	
Cube Stage	High	Hormal	High	Low	Narma)	High	
Detarmination	MOM	Normal	Normal	Norma	Norma	LDW	
Earle Thing	Normal	Low	Normal	rligh	High	Low	
Flag	High	High	High	Low	High	High	
Pleaser Stage	High.	Named	Liligh	Low	Hornigi	High	
Fluffy Bed	High	LOW	High	LOW	Normai	Normal	
Glass Stage	High	Normal	High	Low	Normal	Migh	
Sinter Boulder	High	LOW	Normal	Norma	Normal	1 riigh	
Stitter Powder	Normal	Low	High	Normal	Normal	Normal	
Gold Pedestal	High	Normal	High	Low	Nigh	High	
Geogly Specs	High	Normal	High	Low	Normal	High	
Gargeous Specs	High	Normal	High	Low	Migh	High	
Green Balloon	Normal	Low	High	Low	High	Low	
Sreen Barrette	Hermel	Harmal	High	Liny	High	Normal	
Crean School	Normal	Lou	Lou	High.	High	High	_
Herbic Headband	High	Normal	High	LOW	Normal	Horma	
Historing Note	Low	Normal	High	Normal	Norma	Normal	
Jaggad Boulder	High	tow	Low	High	Low	High	
Lace Headdress	High	High	High	LOW	Low	Normal	
Mini Pelahin	High	Low	Normal	Hormal	Normal	High	
Mirror (fail)	Mgm	tur	High	Low .	National Action	High at a man and	
Mystic Fire	Low	Liw	Hormal	High	Normal	Low	
Name	Shapes	Pointy	Artificial	Natural	Colorful	Sturdy	
Narrow Leaf	Normai	High	_DW	High	Norma:	Normal	
Narrow Scale	Normal	High	Low	High	Normal	High	
Old Unsbruilly:	High	High	High	Low	Normal	High	
	100		17-901		- Service Committee		1

	High	High	Low	Normal	LOW	Normal	Award Poduetr
	Normai	Norma.	High	Low	Normal	Normal	Big Leaf
	Migh	High	Hermal	Normal	Horning 1	Cow	Dig Scale
	Normal	Normal	Normai	Normai	Low	Normal	Big Tree
	Low	High	High	Low	Normal	High	Black Beard
	Low	Normal	High	hormas	Normal	High	Blaze Fluff
	LINO	High	High	Low	Hormal	High	Black Houstache
	LOW	High	Low	Normal	LOW	High	Brack Pebble
	Lee	High - C	Lose 1	too	Hornest 2-2	High Budger	Glack Specs
	Normal	High	High	Mormal	High	Normal	Blue Balloon
	Norwai	High	Hormal	Harmal.	Normal A	Normal	Blue Berrette
	Normal	High	Normai	Normai	Normal	Norma	Blue Feather
	Nomial *****	Hornal - 3	Numal 1	Higgs -	Normal 45.00	Harmal	State Flower
	Normal	High	Normal.	Hermal	Normal	High	Blue Scale
	Normal	Hormal	High	Hormal	Normal	High	Brown Plate - 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
	FOM	High	High	Normal	Normal	High	Cape
	Normal	High	High	High	18gh	Hormal	Corpel
	Normal	High	Normai	Normal	Norma	Normal	Chimchar Mask
	High	High	Normal	High:	Hipmon	Normal	Colored Partial
j	Norma	High	High	Normai	High	Norma	Confetti
	Normal	High	Late - Transport	Normal 9	Low To The Control	Hermat	Code-Stoge
	High	Fligh	High	Normal	High	Normal	Determination
	Low	FDM	High	Low	riigh	High	Corne Thing
	Могта	High	High	Normal	High	Normal	Flag
	Normal	High	Low	High	Leve	Normai	Flewer Stage
	Normal	High	High	Norma	Normal	Normal	Fluffy Bed
	High	1690	LOW	High	Law ~ -	Normal	Glint Stops
1	High	High	Low	High	Low	Low	Götter Soulder
	High	High Control	10gh	High 1 1 mg	High	Low Sales and	Gitter Foudes
	High	High	Low	High	Low	Low	Gold Pedestal
	Normal	Nome	Low	Loui	Normal	High	Gaughy Speci
	FOM	High	Low	High	Normal	Normal	Gorgeous Specs
	Nigerma)	High	High	Harristi	High	Hormol	Grynn Balloon
	Normal	High	Normai	Normai	Norma	Normal	Green Barrette
	Narmal	High	Nermal	Normal	Normal	Normal	Green Scale
	Norma	High	High	Машен	High	Normai	Heroic Headband
	Normal	High	High	High	High	Normal.	Homming Note
	Normal	Norma	Low	Low	COM	High	Jagged Boulder
	High	High	Normal	High	Normal	Normal	Lace Headdress
	Normai	High	LOW	Normal	Low	Normal	Mini Pebble
17.7	High	High	Low	High	Normal.	Love	Mirror Ball
	нідһ	Normal	High	High	High	Normai	Mystic Fire
	Bright	Plashy	Elegant	Stamprous	Shapetess	Simple	Names
	Norma,	Normal	High	COW	Normai	Normai	Narrow Leaf
	Logic	High Traff A.	Normal Services	Tegranal	Nammid	High ( '	Narrow Scale
	Normas	Normal	Normal	Low	Normal	High	Old Limbrella

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THE SAUDY



#### ACCESSORIES, CONT.

BAAME .	SHAPELY	SHARPHESS	YURK SURGENTERS	NATURE	THE COLORFUL	THE SOLID	
Orange Flower	High	Norma	Low	High	High	Normai	
Drange Fluff	Normal	Low	Law	High	High	Normal	1
Pecultar Spoon	High	Normai	High	Low	Low	High	
	High	Normal	High	Low	Horma)	High	
Pink Balloon	Normal	Low		Low	High	LOW	
End Second	Normal	Normal	High	Low	High	Normal	
Pink Flower	High	Normal	Low	High	High	Norma	
Pink Fluir	Normal	Link	Low	High	High	Normal	
Pink Scare	Normal	Normal	Low	High	High	High	
Piplup Mask	High	Low	High	Low	Normal	Normal	
Poison Extract	Low	-cow	Normal	High	High	LOW	
Pretty Dewards	Normal	Lon	Low	High	Piormal	Low	
Professor Mat	Magh	Fligh	High	LOW	High	High	
Puffy Smoke	Low		LOW		Normal		
Purple Scale	Normat	LOW	7	High		Low	-
Red Baucon	Normal	High Cow	LOW Minch	High	High	High	
Red Barrette	Normal	Norman	High	Lew	High	Low Normat	
Red Feather	Normal	1			High		
Red Flower	High	Norma:	Lew	High	High	Normal	
Retro Pipe	1		Low	Righ	High	Normal	
	High	Normal	High	Law	Normal	High	
Round Pubble	High	low	Normal	Normal	Block to make	High	
50.45	High	Normal	Low	High	Low	High	
Shed Claw	High		Normal	High	LOW	High	
Shed Horn	High	High	Hormel	High	row	High	
Shimmering Fire	Low	LDW	Nomai	High	Norma	Lincol	
Stiny Powder	Normal	Low	High	Normai	Normal	24.0	
Suit Velt	High	Normal	High	LOW	Norma	Normal	
Small cea?	Normal	Hormal	Low	High	Normal	ACCOUNT.	
Snaggy Pebble	High	LOW	.04	High	LOW	High	
Snow Crystal	Normal	Normal	Low	High	Normal		
Sparks	LOW	LOW	Norma	High	Normal	T-book	
Spetlight	High	Normal	High	Low	Low	High	
Spring	High	High	eligh	Low	Normal	High	
Standing Mike	High	High	High	Law	Normal	High	
Stump	High	Norma	Normal	High	Low	High	
Surfaced	High	High	High	Law	Normal	High	
Sweet Candy	High	Normal	High	Low	Normat	High	
Thick Mushroom	High	Normal	Normal	High	Normal	Narra)	
Thin Mushroom	Normal	High	Normal	High	Normal	Normai	
Top Hat	High	Normal	High	LOW	Migh	Normal	
Turtwig Masis	High	Low	High	LOW .	Normai	Norma	
Wealthy Coin	High	Low	High	Low	Normal	High	
White Beard	Normal	High	High	-0w	Normai	Normal	
White Feather	Normal	High	Low	High	High	Normal	
White Flower	High	Normal	LDW .	High	Normai	Normal	
White Fulf	Hormal	Low	Low	High	Normal	Normal	
White Moustache	Normal	Bismowal.	High	Low	Normal	Normal	
Yellow Balloon	Normal	Law	High	Line	High	Low	
Yellow Barrette	Normat	Norman	High	Low	High	Normal	
Yellow Feather	Mornal	High	Enw	High	High	Normal	
Yellow Flower	Hugh	Normal	S.DW	High	High	Normal	
	1111				1		

		The second		the spenie	THE METANGENIC	ACI AVATION	NAMES
	BRIGHTNESS	THE GAMES	ATTRUMETIA	THE FESTIVE	THE INTANGIBLE	RELAXATION	
	Normal	(appel	Normal	Experient	Normal	Normat	Orange Rower
	Normal	Normal	High	Normai	Normal	Normal	Orange Full
	Norma.	Norma	Normal	Normal	LOW	Normal	Pecular Spoon
_	Booms	High	Normal	Normal	High	Normal	Photo Board
	BIDTHE	+ligh	High	Normal	_	Normal	Pink Baildon
	Binnoni	High	Normal	Normal	Normal	Normal	Pinis Barrette
	Normal	Normas	Normai	Norma	Normai		Pink Flawer
	Normal	Normal	High	Normal	Normal	Normal	Pink Ruff
	Normal	High	Normal	Normai	Norma	Normai	Ponk Scare
	Narmal	High	Normal	Normal	Normal	yours	Protup Mask
	Esse	LDW .	High	LOW	High	High	Poison Extract
	Normal	Normal	High	High	High	Low	Pretty Dewdrop
	Norma	High	Normal	Normal	Normal	Normal	Partitioner Nati
	Normal	Normal	rligh	Low	High	Normal	Putty Smoke
	Normal	High	Normai	Normal	Normal	Normal	Purple Scale
	Normal	High	High	Normal	High	Normal	Red Baticon
	Normal	High	Normal	Normai	Norma	Norma	Fred Blummen
	Normal	High	Normal	Normal	Norma	Normal	The Support
	Normal	Normal	Normal	Normai	Normai	Normal	Sira Samuel
	Normai	Normal	Low	Low	Low	Harmai	file in
	Norma	High	FDW	Entre de la constante de la co	LOW.	Normal	Brook Salar S
	High		Low	Normal	Normal	Hormal	Seashell
	High	10 terminal	Low	Normal	Normal	LOW	Shed Claw
	High	No. or and	Low	Normal	Normat	Low	Shed Horn
	High	High	High	High	High	Normal	Sérmmer ng Fire
	High	High	High	High	High	LDW	Shirry Powder
	High	High	High	High	High	Low	SHIL VEH
	Normal	Trans.	High	Low	Norma	Normal	Small Leaf
	Normal	Normal	COM	LDW	LOW .	Normal	Snaggy Pebble
	High	Normal	High	High	High	Low	Snew Crystal
	eligh	Norma	High	High	High	Normal	Sparks
	High	High	Normal	High	High	Low	Spotlight
	Normal	High	High	Normal	Normal	Normal	Spring
	Normal	High	Normal	Normat	Normal	Normal	Standing Mike
	Nomal	Normai	FOM	LDW	Normai	Normal	Stump
	Normal	High	Low	Normal	Normal	Normal	Surfboard
	Normal	High	Ngrmal	Normai	Normai	Normai	Sweet Candy
	Normal	Normal	Normal	Hormal	Territory.	Low	Truck Mashroom
	High	Normal	Normal	Normal	Normal	Low	Thin Mushroom
	Law	High	Normal	High	Normal	High	Top Hat
	Normal	High	Normal	Normal	Normat	Normal	Turtwig Mask
	Normal	High	Low	High	Low	Low	Wealthy Com
	High	High	High		1 Normal	Law	White Beard
	High	High	Normai	Normal	Normal	Law	White Feather
	High	Normal	Narmai	Normal	Norma.	(.crw	White Flower
	High	Normal	High	Normal	Hormal	Low	White Fluit
	1 High	High	High	LOW	Normai	LOW	White Moustache
	High	High	High	Normal	High	Harmat	Yellow Balloon
	High	High	Normal	Normal	Normal	Normat	Believe Tax Local
	High	High	Normal	Normal	Normal	Normal	Yellow Feather
	Hìgh	Normal	Normal	Normal	Normal	Normal	Yellow Flower



#### **DECORATIVE GOODS**

THESE ARE ITEMS you can use to decorate your secret base. You can obtain them by trading spheres or visiting Mr. Goods.

GOODS	LOCATIONS AND CONDITIONS	PRICE
Beauty Cup	Mr. Goods in Hearthome City (After winning the Master Rank In Beauty Contest).	
Big Bookshelf Big On Drym	Trade with 20-25 Jade Spheres in the Underground.	
Big Table	Trade with 10-40 Pate Spheres in the Underground  Trade with 12-15 Blue Spheres in the Underground	
Sike Rack	Trade with 35-49 Jade Spheres in the Underground.	
Binoculars	Trade with 10-40 Pale Spheres in the Underground	
Bine Crystal	Mr. Goods in Hearthome City (After greeting 100 people in Underground)	
ue Cushiph	Trade with 8-10 Red Spheres in the Underground.	
Brue Tent	Trade with 20-70 Pale Spheres in the Underground	
Bonsac	Trade with 8-10 Jade Spheres in the Underground.	_
Bonsiy Dali	Veilstone Dept. Store 4 FL in Veilstone City.	200
Bu ze Doll	Veilstone Dept. Store 4 FL in Veilstone City.	300
Juneary Don	Trade with 15-30 Pale Spheres in the Underground / Underground Man in Eterna City	
hatot Dolt	Veilstone Dept. Store 4 FL in Veilstone City	300
himchar Goll	Trade with 25-40 Red Spheres in the Underground / Underground Men in Sterna City	
lear Tent Jefa ry Dou	Trade with 40-99 Pale Spheres in the Underground.	
ontainer	Trade with 40-70 Paie Spheres in the Underground.	
OO CUD	Trade with 10-40 Pale Spheres in the Underground.  Mr Goods in Hearthome City (After winning the Master Rank in Cool Contest)	,
rate	Trade with 33-40 Red Spheres in the Underground	
upboard	Trade with 20-25 Jade Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City	
upboard Box	Tracks with 20-25 Red Spheres in the Underground / Veilstone Dept. Store 4 Ft. in Veilstone City	
ute Cup	Mr Goods in Nearthorne City (After winning the Master Rank in Cute Contest)	
amby Flowers	Trade with 8-10 Jade Spheres in the Underground	
isplay Shelf	Trade with 12-15 Jade Spheres in the Underground	
rifloon Dos	Trade with 13-40 Size Spheres in the Underground	
eathery Bed	Trade with 33-40 Stue Spheres in the Underground.	
ame System	Trade with 48-50 Hard Spheres in the Underground.	
lameow Ook	Trade with 15-20 Blue Spheres in the Underground.	
litter Gem	Underground Man in Eterna City (Take 50 flags).	
lobe	Mr. Goods in Hearthorne City (After GTS opens, use Nintendo Wi-Fi Connection).	
reen Bike	Trade with 33-40 Jade Spheres in the Underground.	
ym Statue	Mr. Goods in Hearthome City (After obtaining 8 Gym badges)	
appmy Doll	Trade with 40-70 Pale Spheres in the Underground.	_
ealing Machine	Trade with 90-99 Hard Spheres in the Underground.	
un Beam	Trade with 9-10 Hard Spheres in the Underground.	
ab Machine	Trade with 28-30 Hard Spheres in the Underground.	
avish Flowers	Trade with 8-10 Jade Spheres in the Underground.	
ong Table overy Flowers	Trade with 12-15 Blue Spheres in the Underground	
lantyke Boi:	Trade with 8-30 Jade Spheres to the Underground  Verstone Dept. Store 4 Ft. in Verstone City.	200
faze Block 1	Trade with 48-50 Hard Suberes on the Underground	300
faze Block 2	Trade with 48-50 Hard Spheres in the Underground.	
laze Brock 3	Trade with 48-50 Hard Spheres in the Underground.	
aze Bioch &	Trade with 48-50 Mard Spheres in the Underground	
aze Biock S	Trade with 48-50 Hand Spheres in the Underground	
lime Jr Dall	Veilstane Dept. Stare 4 FL in Veilstane City	200
Janchtas Don	Velistone Dept. Store & FL in Veristone City	200
ystic Gem	Linderground Men In Eterne City (Take 10 flags)	
Drum	Trade with 10-40 Pale Spheres in the Underground	
Ichiristo Doll	Trade with 70-99 Pale Spheres in the Underground.	
kachu Dor	Trade with 70-99 Pale Spheres in the Underground.	_
ink Crystal	Mr. Goods in Hearthorne City (After giving descriptive goods to 100 people in Underground)	
ink Dresser	Trade with 50-60 Jade Spheres in the Underground	
plup Doll	Trade with 35-40 Blue Spheres in the Underground / Underground Man in Eterna City.	
an Table	Trade with 8-10 Blue Spheres in the Underground / Underground Man in Eterna City	
ska Center Flower	Trade with 10-40 Pale Spheres in the Underground.	
oke Center Table	Trade with 20-25 Blue Spheres in the Underground	
otted Plant	Trade with 20-25 Red Spheres in the Underground	
etty Flowers	Trade with 8-20 Jade Spheres in the Underground	
erty Gern	Underground Mars in Eterna City (Take 1 flag)	i
efty Sink	Trade with 9-30 Hard Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City	300
d Bike	Trade with 33-40 Red Spheres in the Underground.	1
d Crystal	Mr Goods in Heartheme City (after digging 100 feasilis in the Underground)	
id Tent	Trade with 20-70 Pake Spheres in the Underground.	
rfrigerator Isearch Shelf	Trade with 12-15 Jade Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City	100
	Trade with 12-15 Jade Spheres in the Underground.	
tiny Gem	Underground Man in Eterna City (take 3 flags)	
nop Shelf mall Bookshelf	Trade with 35-49 Jade Spheres in the Underground.	
mail Table	Trade with 6-10 Jade Spheres in the Underground / Underground Man on Eterna City.	
mair table mart Cop	Trade with 8-10 Blue Spheres in the Underground.  Att. Growte in Manatheres Clay (office winners the Manthe Bunk in Secure Control)	
mart Cup norlax Boll	Mr. Goods in Hearthorne City (after winning the Master Rank in Smart Contest)  Tracks with 80, 90 Gest Substants on the Understand	
est Machine	Trade with 80-99 Red Spheres in the Underground.  Trade with 28-30 Hard Spheres in the Underground.	
ough Cup	Mr Goods in Hearthorne City (after winning the Master Rank in Tough Contest)	
and a man	The second in the course only target withing the reason retile in today torrest)	

#### **DECORATIVE GOODS, CONT.**

600DS	LOCATIONS AND CONDITIONS	PRICE
Turnwig Doi	Trade with 35, 40 vage Spheres in the Underground. Underground Man in Eterna Univ	
TV	Trade with 9-10 Hard Spheres in the Underground / Veristone Dept. Store 4 FL in Veilstone City.	4500
Vending Machine	Trade with 8-10 Jade Spheres in the Underground.	
Weaville Doll	Trade with 28-30 Hard Spheres in the Underground.	
Wide Sofe	Trade with 20-25 Blue Spheres in the Underground	
Wide Table	Trade with 12-15 Blue Spheres in the Underground.	
Wood Dresser	Trade with 20-25 Jade Spheres in the Underground	
Wooden Chair	Trade with 8-10 Red Spheres in the Underground / Underground Man in Eterna City	
Yellow Crystal	Mr. Goods in Hearthorne City lafter using 100 times in the Underground	
Yellow Cushian	Trade with 8-10 Red Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	500

#### UNDERGROUND THEMSUMES

MANY ITEMS ARE BURIED in the walls of the Underground. They vary between Diamond and Pearl, with some items being easier to find in one game than the other

B C A B C O O O O O O O O O O O O O O O O O O	Biue Sphere (20-25)  Blue Sphere (40-50) Red Sphere (70-80) Red Sphere (70-80) Jade Sphere (70-80) Pale Sphere (25-35) Red Sphere (25-35) Red Sphere (25-35) Hard Sphere (70-80)
0 0 0	Blue Sphere (40-50) Red Sphere (70-80) Red Sphere (70-80) Jade Sphere (70-80) Phile Sphere (25-35) Red Sphere (25-35)
0 0 0	Red Sphere (70-80) Red Sphere (70-80) Jude Sphere (70-80) Phis Sphere (25-35) Red Sphere (25-35)
0 0 0	Red Sphere (70-80) Red Sphere (70-80) Jude Sphere (70-80) Phis Sphere (25-35) Red Sphere (25-35)
0 0 0	Red Sphere (70-80) Jack Sphere (70-80) Pale Sphere (25-35) Red Sphere (25-35)
0 0 0	Jade Sphere (70-80) Pule Sphere (25-35) Red Sphere (25-35)
0 0	Pulz Sphere (25-35) Red Sphere (25-35)
0	Red Sphere (25-35)
0	
	Hard Sphere (70-80)
l n	
U	Red Sphere (70-80)
0	Jade Sphere (25–35)
a	
0	Red Sphere (25: 35)
В	Red Sphere (5-10)
D	Rest Sphere (40-50)
D	Blue Sphere (70-80)
D	Pole Sphere (35-40)
0	Jade Sphere (70-80)
D.	Hand Sphere (70-50)
D	Hand Sphere (40-50)
A	
	D

TEXALORISM	CHART	CONTRACTOR OF	AND DESCRIPTION OF THE PERSON		
POR A TRACE	BIAMOND	PEARL	Fun á trádé		
aight Clay	D	10	Paie Sphere .40- 50)		
Max Revive	0	D	Pale Sphere (40-50)		
Meadow Plate	D	0	Jade Sphere (70-80)		
Mind Plate	D	D	Pale Sphere (70-80)		
Moon Stone	D	D	Pale Sphere (25-35)		
Pale Sphere	В	8			
Pare Bone	Ð	D	Pale Sphere (25-35)		
Red Shard	C	В	Red Sphere (20-25)		
Red Sphere	A	A			
Revive	C	C	Pate Sphere (5-10)		
Studi Fossii	В	E	Jade Sphere (30–50)		
Sky Plate	D	0	Blue Sphere (70-80)		
Smooth Rock	0	l D	Hard Sphere (35: 40)		
Splash Plate	D	0	Blue Sphere (70-80)		
Spoolsy Plate	D	0	Pale Sphere (70-80)		
Star Piece	D	0	Pale Sphere (35-45)		
Stone Plate	D	D	Hard Sphere (70-80)		
Sun Stone	0	D	Red Sphere (25-35)		
Thunderstone	5	D	Hard Sphere(25-35)		
Toxic Plate	D	D	Pale Sphere (70-80)		
Water Stone	D	D	Blue Sphere (25-35)		
Yellow Shard	В	С	Hard Sphere (20-25)		
Zap Plate	Ð	D	Hard Sphere (70-80)		

#### UNDERGROUND TRAPS

THESE CAN BE buried in the floor of the Underground. Gather them by trading with spheres, or release traps buried by other players

TRAPS	DESCRIPTION	HOW TO RELEASE	LOCATION
Aters Trap 1	Helia. Nice to meet you is displayed on the top screen		Trade with 5-9 Paie Spheres in the Underground
Alert Trap 2	Good bye: In going back up is displayed on the top screen		Trade with 5-9 Pale Spheres in the Underground
Alert Trap 3	"Let's go to Union Room" is displayed on the top screen		Trade with 5-9 Pale Spheres in the Underground
Alert Trap 4	Please come here' is displayed on the top screen		Trade with 5-9 Pale Spheres in the Underground
Bubble Trap	Creates large bubbles that trap you	Touch the bubble	Trade with 12-16 Blue Spheres in the Underground
Confuse Trap	Makes you move in random directions	Take SO steps	Trade with 10-12 Paie Spheres in the Underground
Crater Trap	Gets you stuck in a hole where you can't move for a long time	Press the button 20 times	Trade with 12-15 Hard Spheres in the Underground.
Olgger Dritt	Allows you to build a secret base in a way in front of you		Trade for 15-30 random sphere in the Underground
Ember Trap	A small fire appears to immobilize you.	Blow on your mic	Trade with 5: 9 Red Spheres in the Underground
Fore Trap	A huge fire appears to immobilize you	Blow on your mic	Trade with 20-30 Red Spheres in the underground
Flower Trap	Patals whiri up all over the screen so you can't move	Blow on your mic	Trade with 30-40 Jade Spineres in the Underground
Foam Trap	Creates small bubbles that trap you	Touch the loam	Trade with 5 7 Blue Spheres in the Underground
Fog Trap	Smoke completely clouds the screen	Touch the smake	Trace with 12-16 Red Spheres in the Underground
Hurs Trap -1	Throws you far to the right.		Trade with 12 15 Red Spheres in the underground
Hurl Trap +	Throws you far to the left.		Trade with 12-15 Red Spheres in the Underground.
Herl Trap +	Throws you far upword.		Trade with 12-15 Blue Spheres in the Underground
Hurl Trap 4	Throws you far downward.		Trade with 12-15 Blue Spheres in the Underground
Leaf Trap	Leaves which up all over the screen so you can't move	Blow on your mic	Trade with 15-19 Jade Spheres in the Underground
Move Trap +	Throws you adjusted.		Trade with 3-6 Blue Spheres in the Underground.
Move Trap →	Throws you to the right.		Trade with 3-6 Red Spheres in the Underground.
Move Trep 4-	Threes you to the left.		Trade with 3–6 Red Spheres in the Underground.
Move Trap +	Throws you downward.		Trade with 3-6 Blue Spheres in the Underground
Pit Trap	Gets you stuck in a hole where you can't move	Press the button 10 times.	Trade with 3-6 Hard Spheres in the Underground.
Reverse Trap	Makes you move in the opposite direction of the side of the d-pad you press.	Take 20 steps.	Trade with 10-12 Pale Spheres in the Underground
Rock Trap	A rock falls on you so you can't move	Touch the rock	Trade with 3-6 Blue Spheres in the Underground
Rockfall Trap	A big rock falls on you so you can't move.	Touch the olg rock.	Trade with 8-15 Blue Spheres in the Underground
Smola Trap	Smalle clouds the acreers.	Touch the smole.	Trade with 5-7 Rad Spheres in the Underground.



#### BERRIES-SIDDOH VERSIOD

BER	RIE	s-sinno	H VERS	HON									
		1840/12	HQ. 00	Transit	FINE TO SROW TO THE HEAT STAGE	BERRY TAKES TO BANE	()	Name of the last	anne de la company	A CONTROL OF	- Constant	SMOOTHNESS	
D. A	1	Cheri	2	5	3 hours	† 12 hours	Normal				1	1	
•	à	Lhesto	2	s	3	12		l Norma			1		
9	3	Pacha	2	8	3	12			Normal				
0	i i	Anwet	2	5	3	12				Piscol			
	5	Aspent	2	5	3	12					Normel	常轮单	
-	6	Lappa	2	5	4	15	Norwai		Hormul	Normal	Normal	***	
4	7	Oran	2	5	4	16	Normal	Normal		Normal	Normai		
8	ā	Persion	2	5	4	16	Hireront	Hormal	Hormal		Normal	****	
0	9	Lim	2	5	12	48	Horneli	Hormal	Normal	Hormal		วรถสิดสิดสิดจ	
0	30	Sitting	2	5	8	32		Harmal	Normal	Normal	Normal	÷	
G.	11	Figy	2	5	5	28	Hormal					<b>ইট</b> েইন	
-	22	Wild	2	5	5	20		Hormai					
	13	Hago	2	5	5	20			Mormal			77,	
0	21.6	Aguav	2	5	5	20				Normal			
<b>3</b>	15	lapapa	2	5	5	20					Hermai	6	
	36	Russ	3.	10	2	4	Normal	Married.				-	
	17	Bluk	2	10	5	6		Normal	) Normal				
0		Nanati	2	10	2	8		1	hormai	Noma			
	19	Wepour	2	10	2	1				Norwal	Normal		
3	20	Pinep	2	10	2		Hormul				Normal	प्रकारिक्रक (	
3	21	Pomeg	2	5	8	35	Normal		Hormal	Normal			
	.22	Kelpsy	2	5	8	32	)	Normal	411	Normal	Normal	*****	
	23	Quaret	2			32	Normal	No.	Normai	84	Normal		
	25	Grupu		5	8	32	Normal	Morned	Maryant	Normal		****	
	26	Tennato	2	5	8		Substances of the	Normal Manual	Herryal		Normal	****	
-		- Indiana		3	8	32	Retenionly rich	Normal				प्रमेग	_

	SUCTION FORCE	AVAILABLE ON THE FIELD	(Mercola)	LOCATIONS.	1000000	***
	Relatively strong		Pokémon heats itself when Paralyzed.	Floaroma Town / Route 205 / A flower shop in Floaroma Town	Cheri	1
	Relatively strong		Polymon heals itself when put to sleep	Route 205 / Route 209 / A Rower shop in Piparoma Town	Chesta	2
	Relatively strong		Pokemon heals itself when Poisoned.	Route 205 / Route 215 / A Rower shop in Floaroma Town.	Pacha	3
	Relatively strong		Pokemon heals itself when Burned	Route 206 / Route 213 / A Rower shop in Floaroma Town	Granes.	4
	Retatively strong		Pakemon heals itself when Frozen	Securi 200 / Route 212 / A Rower shop in Floarema Town.	Aspear	5
	Relatively strong		Pokemon restores its PP by 10 when it's down to 0	Brown 2008 Berry Master on Route 208	100000	6
	Relatively strong		Polismon restores its HP by 10 when it's down to less than a half	Floaroma Town / Route 205 / Berry Master on Route 208	-	7
	Relatively strong		Essant menulli lakan di Resididi di Araban (Industrizanda	SEcure Name Pastona City / Berry Master on Route 208	Persim	8
	Relatively weak		Pokémen cures special conditions by itself	Route 212 / Berry Haster on Route 208	Lum	9
	Relatively weak		Pokemon restored its HP by 1,4 of its max HP when it a down to less than a shalf	Fuego tranworks / Route 210 / Berry Mester on Route 208	Sitrus	10
	District		Polemon restores its MP when it's less than a half but can be Confused if it distilkes spicy flavor	Solaceon Town / Route 218 / Berry Master on Route 208	Figy	11
	Normal	1	COLUMN TO THE COURT AND SERVICE MATTERS OF LANDING BOOK FOR MAN PROPERTY OF A SERVICE OF THE SER	Route 215 / Route 210 / Berry Master on Route 208	Willia	<b>52</b>
	Reprised	-=-	Pokemon restores its HP when it's less than a half but can be Confused if it dislikes sweet flavor	Route 215 / Route 221 / Berry Master on Route 208	Mago	nealt
	Norma		Pokemon restores its HP when it's less than a half but can be Confused if it between record forces	Route 213 / Route 210 / Berry Master on Route 208	Apuas	
	Normal		Polismon restores its HP when it's less than a half but can be Confused if it distilles sour flavor.	Route 213 / Route 211 / Berry Mester on Route 208	Гарара	20
_	Strong		An ingredient of Poffin	State OR - House Side - Serry Master on Route 208	R222	16
	Strong		An Ingredient of Poffin.	Eterna Forest / Route 207 / Berry Master on Route 205.	Bluk	27
	Strong		An ingredient of Poffin	Solaceon Town / Route 208 / Berry Master on Route 208	Nanab	18
	Strong		An ingredient of Poffin	Fuego Ironworks / Berry Master on Route 208	Wepsar	19
	Strong		An ingredient of Politin	Route 208 / Route 210 / Berry Master on Houte 208	Picap	360
	Relatively weak		Makes your Polemon bond but lowers the basic points of HP	Route 214 / Berry Master on Route 208.	Pomeg	21
	Retatively weak		Makes your Pokemon bond but lowers the basic points of Atlack	Fuego Iromwarks / Berry Naster on Route 208	Keipsy	22
	Relatively weak		Makes your Pokemon bond but lowers the basic points of Defense.	Route 222 / Berry Master on Route 208.	Qualot	00
	Relatively weak		Makes your Pokemon bond but lowers the basic points of Special Attack.	Rouse 221 / Berry Master on Route 205	Hondew	24
	Relatively weak		Makes your Pokemon bond but lowers the basic points of Special Defense.	Route 211 / Berry Master on Route 208	Grepa	25
- 1	Relatively weak		Makes your Polemon bond but lowers the basic points of Speed.	Route 21.2 / Berry Master on Route 205.	Tameto	<b>9</b> 4



# BERRIES, CONT.

10	#	Server S	100.07		TIME TO	TIME THE BERRY TAKES TO RIPE		(4)	LAYONS AND RICH	ines#		SMOOTHNESS.	
			HAND	anent	THE NEXT	TAKES TO RIPE	aresi	900	S-EED	AITTEA	3000	anao (vineaa	
	27	Сотя	2	; ==	6	24		Relatively rich	Reveal .			٠.	
4	25	Magot	2	10	6	57			Relatively rich	Macroral			
4	29	financia.	2	100	6	24				Relatively rich	) Missessel		
Ø	30	Allegan	2	BIE	. 6	24	Secretary 1	1			Relatively rich		
-	31	Spelon	2	15	15	] =	Rich	Normai					
	12	Biganes	2	15	15	620		Rich	Security .		,		
	33	Watme!	2	15	15	-			-	Becomes		27 5 F	
	34	Dann	2	15	15	60				Rich	Samuel	-	
3	76	Beild	2	15	15	-	Normal				Rich	The second	
Ø	36	Occa	2	,	130	72	fire-among		Biscourse			and the Australia	
	37	Panerco	2	1.5	18	72		Mount		Normai			
6	38	BARRESO	2	5	16	72			Normal		Scores		
68	39	Rindo	1 2	5		72	Demoid			Special		A. S. 6.	
3	40	Ye he	2	5	945	72		Marries			Marmal		
	41	Chople	2	5	18	1 72	Barress			MARIE.			
0	42	B-88-2	2	5	28	72		शास्त्रकारका 			Cleanson		
0	43	Mansi	5	5	18	72	Common of the co		Normal			, A. A.	
0	44	Coba	s	5	18	72	1	93502		Normal			
*	45	Рауэра	2	5	18	72			Billion teals		Norman	<b>→</b> "	
<b>Q</b>	46	Same	2	5	16	72	Reduction with the last of the			1	Normai		
0	47	Charto	2	5	3.9	72	Hormal	Relatively rich				20.225	
4	48	0000	2	5	-	72		Ko, prosi	Relatively rich				
4	49	Haban	2	5	3.8	72			Manual	Relatively rich		₽r.	
**	50	Coubur	2	5	18	72		,		Normal	Relatively rich	นนน	
4	51	Babiri	2	5	=	72	Relatively rich	Normal				۶ ۴۰	
03	52	Chilan	2	5	18	72		net net	\$000mm				
				N.									

	SUCTION POINCE	AVAILABLE ON FIELD	JEFFECT:	LOCATIONS	( TOOMIS	##. 
	Norma		An ingredient of Poffin	Amity Square in Hearthome City	Corne	27
	Norma		As ingredient of Pattin	Amity Square in Meanthomic City	Mager	202
	Normal		An ingredient of Poffin	Amity Square in Hearthome City	_	29
	Normai	1	An ingredient of Poffin	Amity Square in Hearthome City		30
	Relatively weak		An ingredient of Poffin	Amity Square in Hearthome City	Spelon	31
	Resatively weak		An ingredient of Politic	Amity Square in Healthome "ity	\$1,0000 \$1,0000 \$1	32
	Relatively weak		An ingredient of Polin	Amity Square in Hearthome City.	Managi	33
	Relatively weak		As ingradient of Poths	Amily Square in Hearthome City	Dome	3.6
	Relatively weak		An ingredient of Paffin	Amity Square in Hearthome City	Betue	35
	Resatively weak		Haives the damage of super effective fire type moves	A berry lady in Pastoria City	<b>6</b> 5665	36
	Relatively weak		Halves the damage of super effective Water-type moves	A berry lady in Pastoria City	finassuri	37
	Relatively weak		Halves the damage of super effective Electric type moves	A berry andy in Postoria City Wallington Transferror Securitions Securities	Melanomia 	Smi
	Relatively weak		Haives the damage of super effective Grass-type moves	A berry lady in Pastona City / Wild Finneon sometimes have it	(Chicago)	39
	Relatively week		Haives the damage of super effect at the type moves	A berry tady in Pasto ia City. Wild Starly and Statuvia sometimes have it	Yache	4D
	Relatively weak		Hahns the damage of super effective Fighting-type moves	A berry lady in Pastoria City - Wild Buneary sometimes have it	Chaple	42
	Relatively weak		Halves the damage of super Biocological Spannings	A berry lady in Pastona City	Kehia	42
	Relatively weak		Haives the damage of super effective Ground-type moves.	A berry rady in Pastona City / Wild Ponyta sometimes have it	Shuca	43
	Relatively weak		Haives the damage of super effective Flying-type moves	A berry lady in Pastona City  4	Coba	44
	Relatively weak		Haives the damage of super effective Psychic type moves	A berry lady in Pastonia City	Payapa	45
	Relatively weak	,	Maives the damage of super effective Bug-type moves	, A perry lady in Pastona City	Tanga	46
	Relatively weak		Halves the damage of super-effective Rock-type moves	A berry lady in Pasteria City	Charti	47
	Relatively weak		Halves the damage of super subbline Ghost gags resses.	A berry lady in Pastoria City	Messile	48
	Relatively weak		Halves the damage of super effective Dragon-type moves	A berry lady in Pastoria City / Wild Gible sometimes have it	Managem	49
-	Relatively weak	1	Malves the damage of super effective Dark-Type moves	A berry lady in Pastana City Wild Chingling and Chimecho sometimes have it	Colbur	50
	Relatively weak		Halves the damage of super effective Steel-type moves	A berry lady in Pastoria City.	Babin	51
	Relatively weak		Haives the damage of super effective Normal-type moves.	i A berry lady in Pastona City	Ondary	52



#### POFFIN

POFFIN	COLOR	FLAVORS	BIT DETIVE FOR (EMITEST)
Spicy Poffin	Red	Spicy.	Coor contest
Dry Poffin	Bue	Dry.	Beauty contest
Sweat Porfin	Pink	5weet,	Cute contest
Bitter Poffin	Green	Sitter.	Smart contest
Sour Politin	Vellow	Sour	Tough contest
Spicy-Dry Poffin	Red But	Spily and Dry More Spily than Ory	Cool contest
Spicy-Sweet Poffin	Red / Pink	Spicy and Sweet (More Spicy than Sweet).	Cool contest
Spicy-Bitter Poffin	Red / Green	Spicy and Bitter (Hore Spicy than Bitter).	Cool contest
Spicy-Sour Politin	Red / Yellow	Spicy and Sour (More Spicy than Sour).	Cool contest
Dry-Spicy Poffin	Blue / Red	Dry and Spicy (More Dry than Spicy).	Beauty contest
Ory-Sweet Polike	Blue / Pink	Dry and Sweet (More Dry than Sweet).	Beauty contest
Ory-Bitter Poffin	Blue Green	Dry and Bitter More Dry than Sitter	Beauty contest
Dry-Sour Poffin	Blue / Yellow	Dry and Sour (More Dry than Sour).	Beauty contest
Sweet-Spicy Poffin	Pink / Red	Sweet and Spicy (More Sweet than Spicy).	Cute contest
Sweet-Dry Poffin	Pink / Blue	Sweet and Dry (More Sweet than Dry).	Cute contest
Sweet-Bitter Poffin	Pinja Grejan	Sweet and Botter More Sweet than Bitter)	Cute contest
Sweet-Sour Politin	Pink / Yellow	Sweet and Sour (More Sweet than Sour)	Cute contest
Bitter-Spicy Poffin	Green Red	Boter and Spriy, More Bitter than Spicy	Smart contest
Bitter-Dry Poffin	Green / State	Better and Dry (More Bitter then Dry)	Smart centest
Bitter-Sweet Poffin	Green Pink	Bitter and Sweet More Bitter har oweet	Smart contest
Sitter-Sour Pollin	Green / Vellow	Bitter and Sour (Hore Bitter than Sour).	Smart contest
Sour-Spicy Poffin	Yellow / Red	Sour and Spicy (More Sour than Spicy).	Tough contest
Sour-Dry Pottin	Yellow / Blue	Sour and Dry (More Sour than Dry)	Tough syntax
Sour-Sweet Poffin	Ye ow Pink	Sour and sweet More Sour than Sweet	Tough contest
Sour-Bitter Poffin	Yellow / Green	Sour and Bitter (More Sour than Bitter).	Tough contest
Heavy Poffin	Gray	3 or more flavors are mixed.	Depends on Rayors
Too-heavy Poffin	White	4 or more flavors are mixed.	Degends on Rayors
Poor Navored Potter	Black	3 or more flavors are mixed but each flavor is whale.	Not effective
Mild Rollin	Sold		Depends on Series

# REMATCH TRAINERS - SIANOH REGION VERSION

LOCATION	TRAINER'S MAME
Route 202	( Tristan, Youngster
Route 202	Logan, Youngster
Name and Address of the Owner, where the Owner, which is the Owner, which	Natalie Lass
Route 203	Michael, Youngster
Route 203	Balles. Youngster
Route 203	Sebastian. Youngster
The second secon	
Route 203	Kastlin. Lass
Route 204 Clubkille City side)	Tyler Voungster
Route 204 (Juhitre City side.	Samantha, Lass
Route 204 (Jubilife City side)	Sarah, Lass
Route 204 (Floarema Town side)	Taylor Aroma Lady
Route 204 (Floaroma Town side)	Liv and Lie. Twics
Route 204 (Floaroma Town side)	Brandon, Bug Catcher
Moute 205 (Floaroma Town side)	Elizabeth, Arome Ledy
Route 205 (Floaroma Town side)	Jacob. Camper
Route 205 (Floaroma Town side)	Zackary, Camper
Route 205 (Floaroma Town side)	Kelsey. Battle Girl
Route 205 (Finanoma Town side)	Sept. Comment
Route 205 (Floaroma Town side)	Karma, Picnicher
Route 205 (Floaroma Town side)	Back Star
Route 205 (Floaroma Town side)	Nicholas, Hiker
Route 205 (Etarne City side)	Andrew, Fisherman
Route 205 (Eterna City side)	Joseph Fisherman
Route 205 (Eterna City side)	Zachary, Fisherman
Route 206	Asset Cyclest
Route 206	James, Cyclist
Route 206	John Cyclist
	Ryan, Cyclist
Route 206	Megan, Cyclist
Route 206	Wicola, Cyclist
Raule 206	Kayla Cycint
Resulte 206	A Decision of the Control of the Con
Route 206	Theodore Hiker
Route 207	Anthony, Camper
Route 207	Austin. Youngster
Rouse 207	) Helen, Butthe Girt
Route 207	Lauren, Picnicker
Routs 207	
Route 207	Justin, Hiker
Route 208	Hannah, Arpma Ludy
Base 188	Kyle, Black Belt
	Williams, Artist
Route 208	Cody, Fisherman

LDEATION	TRAINER'S NAME
Brand Side	Robert, Hiker
Place and the second	Alexander, Hiller
Figure 204	Jonathan, Hitter
Boute 209	Shelley, Cow Girt
Macore 207	Richard, Jogger
The safety of th	Raul, Jogger
Paris and	Eroma and Ltt. Twins
Route 209	Stanielle, Poie Kitt
Beand SIR	Albert, Pokimon Breeder
	Jennifer, Politimon Breeder
Route 209	Ty and Sue Young Couple
Noute 210 (Solateon Yourn side)	Wyast Jogger
Route 210( Solaceon Town side)	Fabian, Ninya Boy
Poute 210 (Solaceon Town side)	Branners, Minja Boy
Route 210 (Solaceon Town side)	Bruce, Ninya Boy
Route 210 (Selaceon Yourn side)	Yorn and Yia, Twins
Route 210 (Sourceon Town side)	Marco. Rancher
Route 210 (Solacaon Town side)	Ave and Matt, Balls and Pa
Route 210 (Sourceon Town side)	Kahle, Pokemon Breeder
Section 1997 Contraction of Section 1997	Amber, Polisimon Breader
Route 210 Celestic Town sider	Alyssa, Ace Trainer
Route 210 (Calestic Town side)	Adam. Black Selt
Route 210 (Celestic Town side	Zac and Jen Double Team
Noute 210 (Celestic Town side)	Patrick, Dragon Tamer
Route 210 (Celestic Town side	Brunna, Bird keeper
Route 210 (Celestic Town side)	Jost, Hinja Boy
Route 210 (Celestic Town side	Nathan, Ninja Boy
Route 210 (Celestic Town side)	Davido, Mirija Bay
Route 210 (Celestic Town side.	Brian Veteran
Route 211 (Eterna City elde)	Alexandra, Sird haspur
Route 211 (Eterna City side)	Zach, Ninja Boy
Route 211 (Eterna City side)	Laura, Hillar
Route 211 (Celestic Town side)	Harry, Ruin Maniac
Water State Control of	Sean. Black beh
Route 211 (Celestic Town side	Katherine. Bird Keeper
Route 211 (Catestic Town side)	Micir, Ninge Boy 9
Route 212 (Pastoria City side)	Darmy, Poisceman
Route 212 (Pastonia City side)	Stefano, Scientisk
Foute 212 (Pastoria City side)	Shaun, Scientist
Route 212 (Pastoria City side)	Juan, Fisherman
Route 212 (Pastoria City side)	Cameron, Fisherman
Route 232 (Pestoria City side)	Pravis, Finiteriosas
Route 212 (Pastona City side)	Alexa, Parasol Lady
Thomas 212 (Francis City side) at A continue to the	Suprice (Surrent Laute, by Arrent Laute and Co.

# CHARTS & INFO

# REMATCH TRAINERS - SINNOH REGION VERSION, CONT.

LOCATION	TRAINER'S NAME
Route 212 (Pastorie City side)	Bominique, Collector
Route 212 (Pastoria City side)	Taytor Pokemon Ranger
Noute 232 (Pastorie Uty side)	Jeffrey, Pokémon Ranger
Route 212 (Pastoria City side)	Allison, Pokemon Ranger
Nouse 222 (Hearthorne City side)	Melana, Lady
Route 212 (Hearthome City side)	Jason, Rich Boy
Route 212 (Heartheme City side)	Bobby, Ppliceman
Route 212 (Hearthorne City side)	Alex, Policeman
Route 252 (Hearthorne City side)	Dylan. Policeman
Route 212 (Hearthome City side)	Caleb Policeman
Noute 252 (Hearthorne City side)	Jereng, Gentleman
Route 212 (Hearthome City side)	Rema. Socialite
MARIE SE	Cheisea, Tuber
Roote 233	sarred, Tuber
Nouve 213	Cyndy, Seauly
Route 213	Sheltin, Swammer (m)
Poute 213	Even. Swimmer (m)
Route 213	Kenneth Fisherman
Route 213	Haley, Settemen (f)
Route 213	Mary, Swimmer (f)
	Paul, Salor
Route 214	Bryan, Rum Maniac
Nouse 214	Huwan, Rum Maniac
Route 214	Devon. Beauty
Noute 214	Carlos, P.I.
Route 214	Mitchell, Psychic
Route 214	Abagait, Paycinc
Route 214	Douglas, Collector
Tipe and	Brady, Collector
Route 214	Jamai Collector
Rouse 215	Calvin, Ruin Mantec
Poute 215	Dennis, Ace Trainer
Route 255	Maya. Ace Trainer
Route 215	Gregory, Black Belt
Noute 235	Decek, Slack Belt
Route 215	Nathamer, Black Bert
Route 215	Scalts, Juggar
Route 215	Craig, Jogger
	Blake, Ace Trainer
Route 216	Garrett. Ace Tramer
Route 216	Laura, Ace Trainer
Route 216	Maria. Ace Trainer
Route 216	Philip, Black Belt
Route 216	Bradley Sloer
Roote 216	Street, Stee
Route 216	Kartlyn, Sloer
The state of the s	British Carlot
Route 217	Daiton, Ace Trainer
Needs 217	

LOCATION	TRAINER'S NAME						
Route 217	, Luke Black Bett						
Route 217	Shawn, Skier						
THE REAL PROPERTY.	Bjorn, Sider						
Route 217	Madison Skier						
Pour 217	Antonio, Ninja Boy						
Route 217	Ethan, Ninja Boy						
March 199	Torry, Guitarist						
Route 218	Miguel, Fisherman						
-ws. 201	Loc. Fighterman						
Route 218	Skyler, Salter						
1 100 100	Mariel, Tuber						
Route 219	Trenton Tuber						
THESE ON	Adrian Swimmer (m)						
Route 220	Erik, Swimmer (m)						
Noute 220	Vincenii, Swimmer (m)						
XX	Jessica, Swimmer (f)						
1 manusers	Erica, Swimmer (/)						
Route 220	Katelyn, Swimmer (f)						
Route 220	Claire, Swimmer (II)						
Route 221	yake Ace Trainer						
The particular of the last of	Shannon, Ace Trainer						
Poute 221	Dilion Swimmer I'm.						
Nous 221	Cury, Fishermen						
Route 221	Vanessa. Swimmer (I)						
Samuel Control of the	Ivan, Collector						
Route 222	Holly Tuber						
Noute 222	Conver Rider						
Route 222	Nicola, Beauty						
Skute 222	Trey, Rich Boy						
B. 60 000	Thomas Policeman						
Route 222	Bruts, Fisherman						
Route 222	Arec Fisherman						
Route 222	George, Fisherites						
Page 223	Cole Fisherman						
Rouse 222	Lether Saller						
Roate 222	Marc Sailor						
Address 222	Wester, Sudmaner (m)						
Skare 2003	Ricardo, Swimmer (m)						
The state of the s	Francisco, Swimmer (m)						
Route 22's	Cotton Swammer (m)						
Route 223	Truy, Selement (m)						
Route 223	Oscar, Swimmer (m)						
	Aubree, Swimmer (II)						
Roots 223	Page, Swimmer (f)						
Rayte 223	Crystal, Sweemer (f)						
The same of	Cassandra, Swimmer (f)						
Route 223	Gabriette, Suimmer (I')						
Route 223	Zachariah, Sallor						





# **WEAKNESS LOOKUP: SINNOH REGION VERSION**

## **NORMAL**

			- JACKE	TOPES THAT S	MICE TO DE MORE DIMINER		HOLE THIRD IN AT ANK
		r. Gennis			TO CAMBLES		MEARAGLE OF MARKET
Normal			e ghi ng			Ghost	
Normal	Flying		Electric	1tw	Rock	Ground	Ghost
Normal	Water		Grass	Etectric	Fighting	Ghost	
Normal	Psychic		Bug	Dork		Ghost	

#### FIRE

	POD AL DAMASE	MOVE TYPES	THAT CAUSE 24 OR MORE BAMAGE	 MOVE TYPES THAT ARE
Fre	42 militar	Waler Jro	und Rock	THE ST CHARGE
Fire	Fighting £ 1	Water Gro	und Fising Psychic	

#### WATER

	TWEE		THE STORY SHALL ARE			
144		Az BAMAGE			2x BAMAGE	INCAPABLE OF DAMAGE
/vater			yr255	£ 8. +		
Water	Steel		Electric	Fighting	Graund	Poison
Vater	Flying	Electric	Rock			Cound
vater	Ground	Grass				Esectric
vater	Poson		Erectric	Ground	Psychia	
Vatar	Oragon		Dragon			

# GRASS

	State		HOW	E TYPES THAT IS	luci a di No	MAYE TYPES YIMY APE		
		E+ DAMAGE			39	COURT		THE PARTY OF THE PARTY OF
UP-100			r.19		Poson	Styring	Bug	
Orner Shift	Ground	Ice	Rine	Flyring	Bug			Electric
Grass	Poison		Fire	iće	Ftying	Psychic		
Brown or Control	- de Jest	Sm Sm	Fightless	a Projector	Distres	Run	Bart 1	1 Creat

## ELECTRIC

ATTIONS.		MOVE TYPES THAT ARE		
	4s DAMAGE	Zx BAMAGE	INCAPABLE OF DAMAGE	
Electric		Ground		

#### FIGHTING

	Company of the last of the las		MOVE TYPES THAT ARE				
	717	LI DIMINE			To Delivera		LAKE F RE LALLAND
Fighting			Flying	Psychic			
Fighting	Psychic		Flying	Ghost			
Fighting	Steel		Fire	Fighting	Ground	Pol	ison

## POISON

	Charles	MOVE TYPES THAT CAUSE 2H OR MORE DAMAGE						MOVE TYPES THAT ARE	
		4u DAMAGE 2± DAMAGE						INCAPABLE OF BAMAGE	
Poisen	Flying		trector	re	Fight	Rock	yre.	מיינו	
Poison.	Dark		Ground				Psy	chic	
Paison	Bug		Free	Flying	Psychic	Rock			
Pointin	Fightion (	Pauchic	Ground	Flynn					

#### GROUND

-		HOVE TYPES THAT CAUSE 2: BR MORE DAMAGE	MOVE TYPES THAT ARE
	4z DAMAGE	2± DAMAGE	INCAPABLE OF BAMAGE
Ground		Grass Water Kie	Electric

### **PSYCHIC**

10000		HEYE TYPES THAT CAUSE DE UE HERE CAMAGE	MOVE TYPES THAT ARE
11015	4x DAMAGE	2x DAMAGE	INCAPABLE OF BAMAGE
Psychic.		Bug Ghost Dark	

# BUG

				MO	MOVE TYPES THAT ARE			
	A CAMADO		· PLUME				( BANADIA	INTERNITY OF DESIGN
Bug				Fire	Flying	Rock		
Bug	Grass	Fire	Flying	Ice	† Phison	Bug	Rock	
Bug	Ground			Fire	Water	ice	Flying	Electric
Bug	Steel	Fire						Poison
Bug	Flying	ROEM		Fire	Electric	ice	Frying	Ground
Bug	Poison			Fire	Flying	Psychic	Rock	
Bug	Fighting	Flying		Fare	Psychic			

# ROCK

				MOVE TYPES THAT ARE					
	An DAMAGE			2 CAMAD					INCAPABLE OF DAMAGE
Rock				orass	Na er	r gn ng	Ground	Steel	,
Ruck	Ground	Grass	Water	fce	Fighting	Ground	Steel		Elactric
Rock	Steel	Fighting	Ground	Water					Poison

# GHOST

				TOTAL CHAIR C	AUST TO BE MA	ag Children				MOVE THE THE	Y AND
	TYPE	No CLANACIO				CHANGE				MEANAGER OF DE	MAGE
Chast			-host	Dark					Norma	Fghing	
Ghost	Dying		Électros	Ice	Rock	Ghost	Darte	1	Normal	Fighting	Ground
Ghost	Poisan		Ground	Psychic	Ghost	Dark			Norma	Fighting	
Ghast	Dark ,				1	-			Normal	Fighting	Payetic

# DRAGON

			MADE STOP A 194	AT CAUSE 24 ME MANY CAMALE		MOVE THE PART AND
	THE PERSON NAMED IN		a passage	27 BANKET		ARABIT OF BELLER
Dragon	Ground	1 151	Dragon		Electric	

# DARK

	Annual		MOT	E TYPES THAT	CAUSE 2x OR MOR	E DAMAGE	MOVE TYPES T	HAT ARE
	THE	Ay San			241	MARCE		And a second
Dark	Fiying		F 6 mile	46	Hark		 Ground Psychic	
<b>Dark</b>	Jon	Fighting	Fire	( Bug	Reck	Start	Paychic	

# STEEL

	-		HOVE	TYPES THAT CA	AUSE 2x OR MOR	E DAMAGE			MOVE TYPES TH	AT ARE
	1111	is (MANAGE				2000			MANAGER ST	11-165
Steel	Ground		Fore	Waser	4 gh ng	Ground	,	£ e trif	Poison	
Steel	Psychic		Fire	Ground				Porson		
Steel	Dragon		Fighting	Ground		1		Porson		

# POKE NOV PLAMOND PEARL VIESSON D VIESSON

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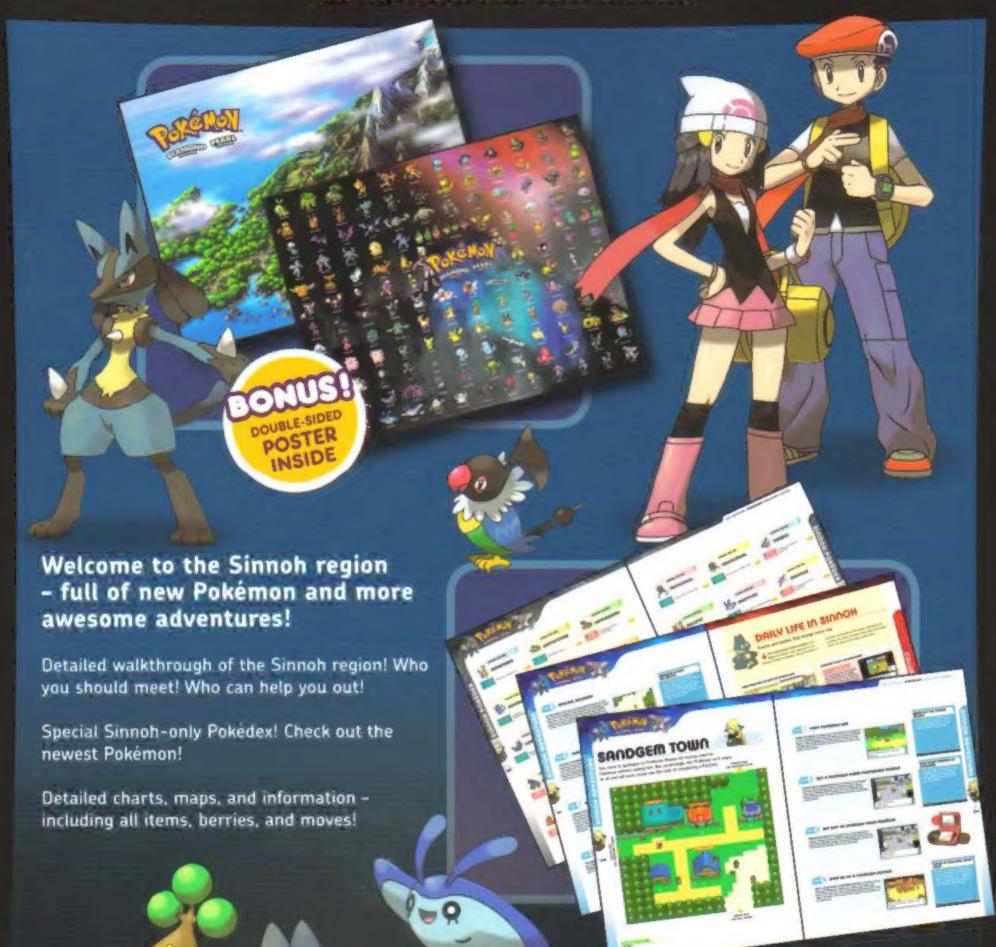


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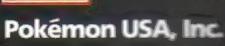


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